

- {7} Deling City Mission & The Tomb
- {8} Winhill
- {9} D-District Prison
- {10} Galbadia Missile Base
- {11} Panic at Balamb Garden
- {12} Fisherman's Horizon
- {13} The Mobile Garden
- {14} Balamb under lockdown
- {15} Visiting Trabia Garden
- {16} Clash of the Gardens
- {17} Finding Ellone
- {18} Esthar
- {19} Lunar Base & Ragnarok
- {20} The Awesome Ragnarok
- {21} The Lunatic Pandora
- {22} Ultimecia's Castle

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=====

{C1} Main Playable Characters

- {C1.1} Squall Leonheart
- {C1.2} Rinoa Heartilly
- {C1.3} Quistis Trepe
- {C1.4} Zell Dincht
- {C1.5} Selphie Tilmitt
- {C1.6} Irvine Kinneas

{C2} Other Playable Characters

- {C2.1} Laguna Loire
- {C2.2} Kiros Seagill
- {C2.3} Ward Zabac
- {C2.4} Seifer Almas
- {C2.5} Edea Kramer

{C3} Limit Break & Crisis Level

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- {INF-2} Magic
- {INF-3} Status Effects
- {INF-4} Weapon Upgrades
- {INF-5} Shop List
- {INF-6} Angelo Search
- {INF-7} Main Stats Explanations
- {INF-8} Damage Mechanics Formulas

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- {OPT-1} Magical Lamp/Diablos
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- {OPT-3} Tomb of the Unknown King
- {OPT-4} Winhill: The Vase Quest
- {OPT-5} Shumi Village
- {OPT-6} Centra Ruins (Tonberry & Odin)
- {OPT-7} Chocobo Forests
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- {OPT-9} Queen of Cards Quest
- {OPT-10} Obel Lake Quest
- {OPT-11} UFO Encounters
- {OPT-12} Solomon Ring/Doomtrain
- {OPT-13} Jumbo Cactuar

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These notes are included for gamers who wish to get the best possible save game in FF8. It includes anything missable, plus hints on where to look out for. If you don't want a Perfect Game, then you don't have to follow these instructions, although it can never hurt to read them anyway.

After the opening scenes, you'll find yourself waking on a bed. Answer how you like, it doesn't affect anything but the dialog. Name Squall by selecting confirm. You'll get to meet Quistis right away, who is your 'instructor'. Walk down the hall. More dialog and a cutscene take place.

When you finally gain control of Squall again, examine the computer where Squall was sitting, and select the top option. You'll get to the computer's menu. Select Tutorial, the top option, and you'll get your first two Guardian Forces (GF's), Quezacotl and Shiva. The rest of the options are information and details about Balamb Garden, an interesting read at most. When you're done, exit the computer screen and talk to Quistis, who will tell you to check the study panel. Guess what? You already did that, so leave the classroom and run down the hall.

You'll bump into a girl who is late for class. Answer "Are you okay?" and "Sure" (unless you're a veteran and don't need a tour), then walk to the next screen. Talk to the guy here, and you'll get your first 7 cards. You can play cards by challenging someone with Square, but like the guy said, not everyone plays. This guide will always notify you of any possibilities. For info on how the Triple Triad card game works, check section {TTC-1}. Head down the elevator and walk down the stairs to get the tour at the main hall.

```

| Cafeteria   Dormitory   Parking Lot
|           \           |           /
|           \           |           /
| Quad - - Lobby Hall - - Training
|           /           |           \
|           /           |           \
| Infirmary   Front Gate   Library

```

Most of the sections are not of any particular use to you right now, although you're free to explore them if you wish. You get alot of freedom right at the start of the game. Head to the library, and check the rightmost shelf to find

Occult Fan I. If you Junction one GF now, and head over near the left shelves, you can draw from the Esuna draw point there. I suggest you first attempt the Fire Cavern, after which we'll go over several optional things. Head to the front gate, and you'll come across a Cure draw point at a certain point. At the front gate, Quistis will go through the Junction Tutorial. You should know that tutorials can be skipped by pressing Triangle. You can always review them in the menu. Now exit to the worldmap.

A few things should be noted. As long as you walk on the stone road, you cannot get any random encounters. The Fire Cavern is on the east however, so you'll have to cross the forest. It may be beneficial to draw 100 of the basic magics when you get into a random encounter, but only after you've given both Squall and Quistis one GF and the Magic, GF, and Draw commands. In your first random encounter, Quistis also reminds you of the trigger you have on your Gunblade. If you press R1 right before Squall hits the enemy, you'll do an additional 50% damage. You'll soon learn to master this, as it's not too difficult. After having drawn the basics, enter the Fire Cavern.

You'll first get the Magic Junctioning tutorial from Quistis, and you get the chance to view a tutorial on Squall's Gunblade. Approach the two Garden Faculties, and choose a time limit. Choose 10 minutes; It's plenty. The Fire Cavern consists out of a few screens with a linear path to the end. There are no treasures, but there's a Fire draw point at the 4th screen. The enemies in the cave are weak, and at a fixed level of 5 (instead of almost all enemies, who will level up with your characters). At the end of the cave, you'll face the first boss, Ifrit.

```
.=====.
```

Name: Ifrit		{BOSS-1}	
=====o=====			
Level Range: 6	HP Range: 1068	AP: 20	EXP: 0
=====o=====			
Elemental Weakness(es): Ice [2x Damage]			
Status Weakness(es): Vit0, Gravity, The End			
=====			
DRAW LIST: Lvl 6: Fire, Cure, Scan			
=====			
STEAL LIST: ---			
=====			
DROPS LIST:		Card Drop: Ifrit Card (100%)	
=====o=====			
Lvl: ~69.5% chance:	~20% chance:	~5.8% chance:	~4.7% chance:
6 G-Returner x3	G-Returner x4	G-Returner x5	G-Returner x6
=====o=====			
Strategy: First of all, you see the {BOSS-1} at the upper right of the entry?			
----- Ctrl+F and search for that, and you'll get the Boss' full enemy			
entry with detailed information, straight from the Enemy Encyclopedia.			
Ice Magic deals twice the normal damage (hence the [2x] in the entry). Ifrit			
will basically just cast Fire on you or do his {Jump Punch}, which are both			
weak. You can use Shiva for a comment by Ifrit, but regular hits will defeat			
him just as easily.			
'=====			

Don't worry about the timer, just defeat Ifrit before it runs out and you'll be fine. When you get to name Ifrit, leave the screen on that for a while before confirming his name. The reason for this is because the timer will continue to run, and it will drop to 0:00 eventually. This will give you the max SeeD score for the Fire Cavern part when you get your SeeD Rank later on.

Quistis will go over the Elemental Tutorial, after which you can leave the cave. Don't forget to junction Ifrit to one of your characters.

Return to Balamb Garden and Quistis will throw yet another tutorial at you, this time about GF's. She leaves your party afterwards. Now you can do as she told you, or you can do a number of optional things to improve yourself.

[OPTIONAL]

~~~~~  
Now that you have the Ifrit Card, beating players at Triple Triad becomes a LOT easier. There are a few rare cards you can win, and there are plenty of cards that can become quite useful if you Card Mod them.. but first on to winning the cards.

Winning just ONE card after a game is rather slow, but we can do something about that. Head over to Balamb Town, which is at the other end of the road. It's a small town, so head over to the townsquare and go left from there. You are now at the entrance of the train station.

Near the station, there is a woman called the Queen of Cards. You'll be dealing with her quite a few times when it comes down to cards, as she has a great influence on spreading and/or abolishing card rules. Go to the world map, and save your game. We're going to spread the 'Diff' rule to Balamb, which is a trading rule that lets you take multiple cards when you win. If you win with 4 - 6, you can pick 2 cards, if you win with 3 - 7 you can pick 4 cards, and do even better to get all cards. The reason why we'll try to get 'Diff' instead of 'All' is because 'All' will eventually degenerate into 'Direct', which is the worst case scenario trading rule. Also see Section {TTC-1}.

How do we spread 'Diff' in Balamb? After saving your game, challenge the Card Queen. If she uses the Diff Rule, perfect. Play a game with her. If she doesn't, quit and try again until she does play with the Diff Rule. After winning the game, challenge the train conductor and see if he plays with the Diff rule. If he does, great, then the Diff trading rule has spread to Balamb. If not, repeat the progress.

Now that you have a good trading rule, it's time to play some cards! The 'Diff' rule won't be around forever though, but generally a dozen games or so.

- o The man at the gate (gate keeper) can play Level 5 Cards, so he's a good challenge for building up your deck.
- o The boy running around near the main halls of Balamb Garden holds the MiniMog Card, which is a rare card.
- o You can win the Quistis Card from any 3 of the 'Trepies'. The guy in the cafeteria daydreaming (the one in the back), and the two girls in the 2nd floor classroom can play the card.

Also, when you're in Balamb, why not sell the Occult Fan I you've found in the Garden Library? It sells for a whopping 17500 Gil, which is a lot at this stage of the game. Later on you can rebuy it, when Gil is no longer an issue due to certain Gil tricks. Thus, I highly suggest you sell it.

If you've gotten the rare cards, you should consider learning a few useful abilities on your GF's. This will require you to gain some exp, yes, but it really won't hurt all that much if you gain a few levels, even in a perfect game. On Quezacotl, learn Card, then Card Mod, then T Mag-RF. After this, learn the Stat Junctions and Boost. On Shiva, learn I Mag-RF and the Stat Junctions, then Boost. On Ifrit, learn Mad Rush, Str+20% and +40%, and Str Bonus. Also learn the Stat Junctions and Boost over time. Mad Rush is an underrated ability which berserks your party and gives them Protect and Haste. If you use



```
Example: Judgment = 0:00 time remaining = 100 Modifier
----- Conduct = 20:05 time remaining = 50 Modifier
Attack = 25 Kills total = 50 Modifier
Spirit = 1 Escape = 100 Modifier
```

Attitude = No Deductions = 100 Modifier  
Bonus = X-ATM092 Destroyed = Bonus = +1

$([500 + 400]/100) = 9 + 1 = 10$ , the Max Initial Rank!

Head over to the Doritory, which you can get faster to by selecting it at the screen in the main hall. Change into your uniform if you're absolutely ready, and head back to the main hall. Meet Zell, a martial arts guy with quite a noticable tribal tattoo on his face (when I was little, I wanted one like him.. But now I'm just glad I didn't..). You'll get a short briefing by Cid. When done, immediately exit without talking to them, the SeeD Exam has officially begun! Drive the car to Balamb, which is simply at the end of the road. Square is hitting the gas.

In Balamb when you have control over Squall again, just run into the vessel and don't talk to anyone. Inside the vessel, don't talk to Quistis. 'Do nothing' will proceed the game. Obey Seifer's order to go outside, and a cutscene will take place.

[PERFECT GAME NOTE 1]

~~~~~  
Do not let Seifer get any kills. Later on, when you get the battle report, you can view anyone's kills in the menu. If you want to max out kills, you can do this for anyone, but not for characters that you only get for a short time, like Seifer. Therefore, it's best to keep his kills 0, which is essentially the number that kills roll over to anyway when maxed out.
~~~~~

On the beach, give everyone one GF, then move out without talking to anyone. Go upstairs and fight two weak Galbadian Soldiers. Note that Seifer also has a Gunblade, so you can also pull his trigger and inflict +50% damage. It's a lot more tricky than Squall's, though. Proceed and run through the streets until two Galbadian Soldiers ambush you from a bridge. Proceed to the town square where you'll fight one Galbadian Soldier. Check the north to battle one last Galbadian Soldier. Talk to Seifer two times to initiate a scene. Walk over to Seifer to initiate another, and finally follow Seifer.

Walk over the bridge and into the next area. Here, do not talk to any of the wounded soldiers, just follow the path up to Seifer. You'll have to fight an Anacondaaur, a creature that is stronger than the average enemy you've been fighting so far. It doesn't matter if you or Seifer gets the final blow - You won't get any deductions if he doesn't happen to get it (and for a perfect game it is nessecary that he doesn't).

Once you head over to the next area, keep in mind Seifer will leave the party - for good - after the scene, and you'll meet up with Selphie. After more dialog, she'll jump off the cliff. Do NOT do this yourself, or you'll get deductions. Instead down the path and enter the communications tower after equipping everyone with a GF. Before you head up the elevator, be SURE to save your game and configure your junctions well. There are many bosses coming up.

By the way, go in the menu and go to Config. Set Cursor to Memory. This will have the game remember what your last command was in battle, which helps a great deal with drawing.

Go up the elevator and a boss fight will initiate after the scene.

[OPTIONAL]

~~~~~  
If you did the last optional part with the card refining, you can now prepare

yourself for a series of fights to make it easier on yourself. You will be able to destroy X-ATM092, a powerful upcoming boss. Junction Tornado to Squall's strength. Have Squall at low HP and unleash Renzokuken for insane damage. Just make sure he doesn't die.

[END OF OPTIONAL]

```
.=====.
```

Name: Biggs		{BOSS-2}	
=====			
Level Range: 1-10	HP Range: 467-705	AP: 4	EXP: 0
=====			
Elemental Weakness(es): ---			
Status Weakness(es): Vit0, Gravity, The End			
=====			
DRAW LIST: Lvl 1-10: Fire, Thunder, Blizzard, Esuna			
=====			
STEAL LIST: (Don't have Mug yet...)			
=====			
DROPS LIST:		Card Drop: ---	
=====			
Lvl: ~69.5% chance:	~20% chance:	~5.8% chance:	~4.7% chance:
1-10 2x Elixir	2x Elixir	2x Elixir	2x Elixir
=====			

```
.=====.
```

Name: Wedge		{BOSS-3}	
=====			
Level Range: 1-10	HP Range: 416-640	AP: 4	EXP: 0
=====			
Elemental Weakness(es): ---			
Status Weakness(es): Vit0, Gravity, The End			
=====			
DRAW LIST: Lvl 1-10: Fire, Thunder, Blizzard, Cure			
=====			
STEAL LIST: (Don't have Mug yet...)			
=====			
DROPS LIST:		Card Drop: ---	
=====			
Lvl: ~69.5% chance:	~20% chance:	~5.8% chance:	~4.7% chance:
1-10 2x Cottage	2x Cottage	2x Cottage	2x Cottage
=====			

```
.=====.
```

Name: Elvoret		DRAW the GF Siren!!		{BOSS-4}	
=====					
Level Range: 1-11	HP Range: 1563-3523	AP: 10	EXP: 0		
=====					
Elemental Weakness(es): ---					
Status Weakness(es): Darkness [60%], Slow [90%], Drain [100%],					
Vit0, Gravity, The End					
=====					
DRAW LIST: Lvl 1-11: Thunder, Cure, Double, Siren					
=====					
STEAL LIST: (Don't have Mug yet...)					
=====					
DROPS LIST:		Card Drop: ---			
=====					
Lvl: ~69.5% chance:	~20% chance:	~5.8% chance:	~4.7% chance:		
1-11 3x G-Returner	4x G-Returner	5x G-Returner	6x G-Returner		
=====					

```

=====
| Note: The battle gives an additional 100% Drop: Weapons Mon Mar. |
=====
| Strategy: This is actually two battles in one. The first with Biggs and Wedge |
| ----- is very easy, draw whatever magic you like from them before killing |
| them off... (100 Esuna is recommended) or rather have them blown away by |
| Elvoret. |
| Elvoret is tougher. First of all DRAW THE GF SIREN FROM IT. After that, don't |
| quite stop drawing, it holds the useful spell Double, which junctions nicely. |
| When you think you've gotten enough Double spells (you'll only draw low |
| amounts of it), unleash a few GF attacks, and unleash Limit Breaks on Elvoret |
| when you're low on HP. You can trigger Limit Breaks by tapping the Circle |
| button when it is someone's turn and they have low HP. If you hear a *clink* |
| sound you'll see an arrow which allows you to select the Limit Break option |
| on the right. Keep at least one character above 200 HP and you'll be fine. |
=====

```

After the battle, a timer of 30 minutes will start.. and your goal is to get to the beach ASAP. Do NOT talk to Biggs, immediately head down the elevator, and take the time to junction Siren to one of your characters (combine Siren with Ifrit to balance out the Stat-junctions).

[PERFECT GAME NOTE 2]

```

~~~~~
If you're doing a perfect game you unfortunately can not fight X-ATM092 over and
over again to keep gaining 50 AP. You are only allowed to escape the very first
time, and should you encounter it again, you must destroy it. You can destroy it
in any fight except the very first.
~~~~~

```

Exit the communications tower and find that XATM092, a huge robotic spider is sent after you to seek and destroy!

```

.=====
| Name: X-ATM092 | {BOSS-5} |
|=====o=====o=====o=====
| Level Range: 1-11 | HP Range: 5072-5872 | AP: 50* | EXP: 0 |
|=====o=====o=====o=====
| Elemental Weakness(es): Lightning [x1.5] |
| Status Weakness(es): Darkness [60%], Slow [90%], Drain [100%], Vit0, The End |
|=====
| DRAW LIST: Lvl 1-11: Fire, Blizzard, Cure, Protect |
|=====
| STEAL LIST: (Don't have Mug yet...) |
|=====
| DROPS LIST: | Card Drop: --- |
|=====
| Lvl 1-11: 100% Orihalcon, OR Power Wrist, OR Hypno Crown, OR Force Armlet |
| Note: Only 1 item is dropped, and only after X-ATM092 blows up. |
|=====
| Strategy: If you had junctioned any thunder magic to Elem-Atk-J, that person |
| ----- will deal 1.5x the normal damage to X-ATM092. In this fight, you |
| only need to knock off 20% of it's HP, which is slightly above 1000 HP. Hit |
| it a few times, then escape by holding the L2 + R2 buttons. |
|
| For any further fights, if you want to gain AP over and over, you can fight |
| it at any moment it jumps on you, which are: |
|
| 1. When X-ATM092 gets back up. |
| 2. At 'Selphie's Cliff'. |

```


Be SURE to get the Battle Meter during graduation by talking to Cid. Else you have ONE last opportunity to get it, which is right after you get the Magical Lamp from Cid (head back to the 3rd floor and talk to Cid). After that, it's gone forever.

Head back to Balamb Garden, and talk to Xu, Quistis and Cid in the main hall. Head to the right and talk to Seifer. After the scene, head back to the main hall to hear the announcement. Take the elevator up to the 2nd floor and talk to everyone there. You'll be called forward. After the scene, talk to Cid to receive the Battle Meter. GET THIS, or you will only have one other chance to get it again. It's best to just get it now so you won't forget. Go to the classroom, and a scene will take place. You'll also finally get your score. Please Check Section {INF-1} for all the info on how the rapport is created.

After more scenes, get dressed and talk to Selphie to attend the party. At the party, answer "Yeah, I guess so" to Selphie. More dialog and a beautiful scene will play. After everything, get changed and head over to the Training Center. Here, Quistis will throw yet another Junction Tutorial at you, this time about Status Junctioning.

Inside the training center, either take the left or right path, and exit north nearby a save point. After the dialog, save your game, and check your junctions one more time. Be sure Quistis also has junctions, and exit the training center.

A scream in the distance.. what the hell? Looks like someone is being attacked by a lame ass creature? Let's kick some lame-ass creature butt!

```

=====
|Name: Grinaldo | FLYING ENEMY | {BOSS-6} |
|=====o=====o=====o=====|
| Level Range: 1-11 | HP Range: 1314-1538 | AP: 5 | EXP: 40 (+10) |
|=====o=====o=====o=====|
| Elemental Weakness(es): --- |
| Status Weakness(es): Death [10%], Poison [40%], Sleep [40%], Slow [90%], |
| Stop [10%], Doom [40%], Drain [100%], Vit0, Blow Away, |
| Gravity, The End |
|=====|
| DRAW LIST: Lvl 1-19: Sleep, Blind, Shell |
| Lvl 20-29: Sleep, Blind, Shell |
| Lvl 30+: Sleep, Confuse, Shell, Pain |
|=====|
| STEAL LIST: (Don't have Mug yet...) |
|=====|
| DROPS LIST: | Card Drop: --- |
|=====o=====o=====o=====|
| Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance: |
| 1-19 | 4x Wizard Stone | 4x Wizard Stone | 4x Wizard Stone | 4x Wizard Stone |
| 20-29 | 4x Wizard Stone | 4x Wizard Stone | 4x Wizard Stone | 4x Wizard Stone |
| 30+ | 4x Wizard Stone | 4x Wizard Stone | 4x Wizard Stone | 4x Wizard Stone |
|=====|

```

```

=====
|Name: Raldo | {BOSS-7} |
|=====o=====o=====o=====|
| Level Range: 1-11 | HP Range: 111-287 | AP: 3 | EXP: 40 (+10) |
|=====o=====o=====o=====|
| Elemental Weakness(es): --- |

```

```

| Status Weakness(es): Death [20%], Poison [40%], Darkness [60%], Slow [90%],
|                      Stop [10%], Doom [40%], Drain [100%], Vit0, Blow Away,
|                      Gravity, The End
|=====
| DRAW LIST: Lvl  1-19: Fire, Thunder, Protect
|             Lvl 20-29: Fira, Thundara, Protect
|             Lvl  30+: Firaga, Thundaga, Protect
|=====
| STEAL LIST: (Don't have Mug yet...)
|=====
| DROPS LIST:          |Card Drop: ---
|=====O=====O=====O=====
|Lvl: |~69.5% chance:   |~20% chance:   |~5.8% chance:   |~4.7% chance:
| 1-19|4x Wizard Stone |4x Wizard Stone |4x Wizard Stone |4x Wizard Stone
|20-29|4x Wizard Stone |4x Wizard Stone |4x Wizard Stone |4x Wizard Stone
| 30+|4x Wizard Stone |4x Wizard Stone |4x Wizard Stone |4x Wizard Stone
|=====O=====O=====O=====
| Strategy: This is an easy fight, despite facing 4 enemies with only two
| ----- characters. First of all, you should consider stocking up on Shell
| and Protect, two great spells. When fully stocked, kill off the Raldos with
| a bunch of physical attacks (or GF castings), and Granaldo will have lost
| much of it's power. You can put it to sleep and pummel it with magic, or you
| can just hack away, since he's barely a threat at all.
|=====

```

After the fight, the girl (who looks an awful lot like the one who you saw at the very beginning of the game, when Squall was in the Infirmary) will be taken away by two guys in white. Exit the training center and head over to your room. Looks like you got a new one!

When you wake up, grab the Weapons Monthly April Issue from your desk and head out to the front gate. While on your way, talk to the guy in the main hall, who mentions something about a card group called the CC. Keep this vague information somewhere in the back of your head, and head over to the front gate.

At the front gate you'll get a short briefing. Talk to Cid and he'll give you the Magical Lamp. This item summons the GF Diablos, an extremely useful GF..

[PERFECT GAME NOTE 4]

```

~~~~~
Be sure to get the Magical Lamp. Even though you can also get it by speaking to
Cid in his office on the 3rd floor of the Garden, once you do the next mission
you can never get it again.
~~~~~

```

Before you use the Magical Lamp, be sure to junction well. Should you be a high level, you can also draw Holy and Flare from Diablos, and get 4 Hero items as reward (Hero grants invincibility to one person in battle for some time). Then again, do NOT go leveling up just to get these items. Instead stay a lower level so you can later on get quick stat boosts from Bonus abilities on your GF's. There is no need to play an extremely low level game, but just don't go fight any battles for Exp. Instead, it's better to avoid fights altogether.. And that is where Diablos comes into play.

[OPTIONAL]

```

~~~~~
Now that you have Siren, you can boost some power yet again. Have Siren learn
Tool-RF, L Mag-RF and ST Med-RF, then Boost, Move-Find and the Mag+20% and +40%,
and the Mag Bonus ability.

```

It's time to perhaps win some cards and refine them in very useful magic:

- Tonberry/Tonberry King (1 = 1 Chef's Knife = 30 Death with L Mag-RF)
 - Mesmerize (1 = 1 Mesmerize Blade = 20 Regen with L Mag-RF)
 - Torama (5 = 1 Life Ring = 20 Life with L Mag-RF)
 - Chimera (10 = 1 Regen Ring = 20 Full-Life with L Mag-RF)
- Also refine Tents which you can buy (1 = 10 Curaga with L Mag-RF)

Junction your current best recovery spell to HP and you should be ready to face Diablos!

```
.===== .----- .-----
|Name: Diablos | | FLYING ENEMY | {BOSS-8} |
|=====o=====o=====o=====
| Level Range: 1-100 | HP Range: 1600-80800 | AP: 20 | EXP: 0 |
|=====o=====o=====o=====
| Elemental Weakness(es): Wind [x1.5] |
| Status Weakness(es): Darkness [50%], Slow [90%], Drain [50%], |
| Vit0, Gravity, The End |
|=====
| DRAW LIST: Lvl 1-19: Cura, Demi |
| Lvl 20-29: Cura, Demi |
| Lvl 30+: Cura, Demi, Holy, Flare |
|=====
| STEAL LIST: --- |
|=====
| DROPS LIST: |Card Drop: Diablos (100%) |
|=====o=====o=====o=====
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance: |
| 1-19|8x G-Returner |8x G-Returner |8x G-Returner |8x G-Returner |
| 20-29|8x G-Returner |8x G-Returner |8x G-Returner |8x G-Returner |
| 30+|4x Hero |8x Hero |8x Hero |8x Hero |
|=====o=====o=====o=====
| Strategy: This fight requires a simple but effective strategy, or it will be |
| ----- a real pain. At the very beginning, have all characters cast Blind |
| on Diablos, and there's likely to be one of them who will hit. Now that |
| Diablos is blinded, he can nearly never hit you with his physical attack |
| anymore, and his other attacks Demi and Graviija can never kill you because |
| they inflict a Damage % of your current HP. That means victory is around the |
| corner. Also noteworth is that if you stock up on Demi, and then cast it on |
| Diablos, it will not only hurt him for 25% of his current HP, but he will |
| also fully heal that character with Curaga. |
| If you are high enough level to draw Holy and Flare (although you really |
| shouldn't be so high), do so. Leave Demi, you can refine it soon enough from |
| Black Hole items. Finish Diablos off with Renzokuken and Duel, which are wide |
| open to use as you should be low on HP all the time due to Graviija. |
|====='
```

Now that you have Diablos, you have just acquired one of the most useful GF's in the game. He has many useful abilities you'll want to learn ASAP: Mug, Enc-Half, Enc-None, Time Mag-RF, ST Mag-RF, and his HP+20%, 40% and 80% are all great. Darkside is also decent, as it allows you to triple your attack (at the cost of 10% damage to your HP).

[PERFECT GAME NOTE 5]

~~~~~  
Learn Enc-Half and then Enc-None. From now on, you should avoid as many random encounters as possible so you can get the greatest benefit out of the Stat Bonus abilities later on in the game. You are, of course, still allowed to gain a few



AP here and there even if you gain some Exp.

Now that you have Diablos, consider refining the following cards once you've learns Diablos' refinement abilities:

- Gayla (1 = 1 Mystery Fluid = 10 Meltdown with ST Mag-RF)
- Quistis (1 = 3 Samantha Soul = 180 Triple! with )\*
- Zell (1 = 3 Hyper Wrist = 3x Str+60% ability to teach ANY GF)\*
- Gesper (1 = 1 Black Hole = 30 Demi with Time Mag-RF)
- Tri-Face (1 = 1 Curse Spike = 10 Pain with ST Mag-RF)
- T-Rexaur (2 = 1 Dino Bone = 20 Quake with Time Mag-RF)
- Caterchipillar (1 = 1 Spider Web = 10 Slow with Time Mag-RF)
- Elnoyle (10 = 1 Energy Crystal).

You may want the Energy Crystals for Squall's best weapon, Lionheart. Soon enough, you won't be able to find anyone who plays Level 5 Cards, and if you want to make the Lionheart you need the Energy Crystals. You need 2 Crystals..

\*If you mod these Rare Cards, you CAN still get them back on Disc 4 after having done a certain quest involving cards. The rewards are great for modding them now so I suggest you do it. The Zell Card is a great playing card too, though, so I am leaving the choice for that one up to you.

In any case, get Meltdown! It's not only an awesome junctioning spell for Vit, it also works on EVERY enemy in the game! And the name 'Vitality 0' is a bit misplaced name, because it reduces defense in general (Vitality AND Spirit) to zero. How great is that..?

Also go back into Balamb Garden and take the elevator to the 3rd floor. Here, challenge Cid to a game of cards. You can win the Seifer Card from him, a great rare card. Be warned, Cid is a good player, plus he doesn't play the Seifer Card all that much. Also talk to him to get the Battle Meter if you hadn't already, last chance now! And lastly, talk to him another time if you hadn't gotten the Magical Lamp, and you'll get it now. After doing the Timber Mission, you can no longer do this.

Now that you have 5 GF's, you should divide them equally like this so every character has a decent amount of stat-junctions:

- ```
1: Quetzalcoatl (HP, Vit, Mag, Elemental x2)
2: Shiva, Diablos (HP, Str, Vit, Mag, Spr, Hit, Elemental x2, Ability x3)
3: Ifrit, Siren (HP, Str, Mag, Elemental x2, Status x2)
```

[END OF OPTIONAL]

```

00=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-o0
|| {4} The Forest Owls Mission || CHECKLIST
00=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-o0=-*-=-*-=-*-=-*-=-*-o0
|| Treasure: | Pet Pals Vol. 1, Pet Pals Vol. 2. ||
||-----| ||
|| Rare Cards:| Angelo. ||
00=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-o0

```

When you're all beefed up and ready, depart for Balamb. Save your game on the worldmap and enter Balamb. You can start the 'Queen of Cards Quest' now, and it requires you to LOSE the MiniMog Card to the Queen. After losing it to her, talk

to her and she'll tell you she will be moving to a different area. If she says she's going to Dollet, then bingo! Otherwise, if she says she's going to Galbadia (Deling City), reset the game, because we need her in Dollet if we want the quest to go smoothly. If you keep getting the same result (Galbadia), then something is wrong and you need to play a game or two with someone, then save again, then try again. A hard reset may also do wonders. When you're done, hop on the train.

After the scene, go through the door and enter the cabin. You'll get the Pet Pals Vol. 1. Choose "Not too much" to get some info about Timber. After the scene, your characters fall vast asleep due to mysterious reasons. You'll now be in control of Laguna, Kiros and Ward. Your characters stats and junctions are exchanged: Squall - Laguna, Kiros - Zell, and Ward - Selphie.

The forest you are in is linear, so proceed to the end, hop in the car, and you'll be in Deling City. Head right. (Note: You *\*can\** head up, and even fight in the sewers, but that doesn't do you any good). Go accross the street and enter the Galbadia Hotel. Head downstairs and talk to the waiter. (Note: Selecting the gray answer is actually Squall's thoughts). "Let's get a load off" will proceed the story. When you gain control again, head over to Julia, the pianist. After the scene, head back upstairs and ask the receptionist which Julia's room is. When you can, talk to Julia and more scenes will follow. After all scenes end, you'll be back with your regular characters, and you have arrived in Timber.

Here, answer "But the Owls are still around". (Note: If you give the incorrect answer, you'll get a funny scene, and it doesn't do anything bad). You can check the Timber Souvernir' "shop" on the right for some info, after which you should follow the guy.

After the scene inside the train, head up and save your game. Go back and challenge Watts to a game of cards. He'll first say: "Let's play a game with Balamb's rules and ours, sir". Whenever you see a line like this, it means rules will be mixed, which can result in rules getting spread or abolished. In this case, we want the Open rule to spread, so we accept. You can immediately cancel the game once you've accepted. If the Open rule has spread, then good, go save. if nothing happens and Watts stops asking to mix rules, load your game and try again. Also, don't mind whatever the trading rule here is; It won't change right now.

When you're satisfied, play a game for real with Watts, and win the Angelo Card from him. Consider CARD MODDING this card: It gives 100x Elixir! Now proceed with the game. Fetch "the princess" at the end of the train which turns out to be .. Rinoa, the girl you met at the party. You'll also get the Angelo tutorial, you know, the dog whose Card you just modded into 100 Elixirs (if you're smart). 'Talk' to Angelo after the scene (repeatedly) and .. Eh, never mind. Let's go back to the game. Head back to the front to initiate more scenes, including the mission briefing for the upcoming briefing.

When you get it, say so. Check out the board on the right to read the 'Anarchist Monthly' clippings, which reveal some information about Vinzer Deling, the president of Galbadia. Exit the room and talk to Watts when you're ready and have saved your game.

Now the mission begins. Walk over to Rinoa, then head jump over to the other train and get to the other side. Now you'll have to input three codes. Press down when no guards are near and input the three codes. Go back up if a guard gets near. When done, you'll have to input five codes this time, and you won't get a warning from Zell or Selphie this time, so be careful. You should have plenty of time, so take it easy. When done, you'll be back in the train again.

If you did everything perfect in one go, you'll get +100 Seed Exp, in other words your Seed Rank increases by +1. If you took 10+ tries (jeez, then you must really suck), your Seed Rank will drop by 1. Between 2-9 tries, nothing happens.

You get some time to equip your GF, because a boss is coming up. Save your game. Also check the room where you picked up Rinoa, and grab the Pet Pals Vol. 2 from the bed. Talk to Rinoa when you're done (and make sure you have the Item command on at least one character equipped), and you'll get into a boss fight after the revealing scene.

```
.=====.
```

|                                                         |                  |          |        |
|---------------------------------------------------------|------------------|----------|--------|
| Name: Fake President                                    |                  | {BOSS-9} |        |
| Level Range: 1-12                                       | HP Range: 52-778 | AP: 0    | EXP: 0 |
| Elemental Weakness(es): ---                             |                  |          |        |
| Status Weakness(es): Slow [90%], Vit0, Gravity, The End |                  |          |        |
| DRAW LIST: Lvl 1-12: Cure                               |                  |          |        |
| STEAL LIST: ---                                         |                  |          |        |
| DROPS LIST: ---                                         |                  |          |        |

```
'====='
```

```
.=====.
```

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                    |                        |                    |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------|------------------------|--------------------|
| Name: Gerogero                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                    | UNDEAD ENEMY {BOSS-10} |                    |
| Level Range: 1-12                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | HP Range: 350-3650 | AP: 20                 | EXP: 0             |
| Elemental Weakness(es): Fire [x2], Earth [x2], Holy [x3], Restorative [Hurt]                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                    |                        |                    |
| Status Weakness(es): Slow [90%], Regen [90%, Hurt], Doom [80%], Vit0, Gravity                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                    |                        |                    |
| DRAW LIST: Lvl 1-12: Esuna, Double, Berserk, Zombie                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |                    |                        |                    |
| STEAL LIST:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                    | Card Mod Common: ---   | Card Mod Rare: --- |
| Lvl:   ~69.5% chance:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | ~20% chance:       | ~5.8% chance:          | ~4.7% chance:      |
| 1-12  2x Phoenix Down                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | 2x Phoenix Down    | 2x Phoenix Down        | 2x Phoenix Down    |
| DROPS LIST:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                    | Card Drop: ---         |                    |
| Lvl:   ~69.5% chance:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | ~20% chance:       | ~5.8% chance:          | ~4.7% chance:      |
| 1-12  8x Zombie Powder                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | 8x Zombie Powder   | 8x Zombie Powder       | 8x Zombie Powder   |
| Strategy: Again, two enemies in one boss fight. The Fake President is easily<br>----- disposed off though, and he only uses his weak bite attack.<br>Gerogero however is much stronger. It *is* an undead enemy though, so one<br>simple Elixir will mean instant death for him. You should take the time to<br>draw stocks of Esuna and Double, to fill them up completely. They're useful<br>spells and Double junctions quite well for now. If you get silenced or<br>berserked, heal it immediately with Esuna and you should be fine. Keep your<br>HP above 450 or so. When you're done toying around, finish him off with an<br>Elixir. A Phoenix Down can also do the trick, but with only 25% chance of<br>success. An X-Potion also works 100% like an Elixir. Heck.. Curaga works too. |                    |                        |                    |

```
'====='
```

After some scenes, talk to Watts and you'll end up in Timber again.

```

Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-oO
|| {5} Timber and Optional Dollet || CHECKLIST
Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-oO=-*-=-*-=-*-=-*-=-*-oO
|| Treasure: | 500 Gil, Buel Card, [Tonberry Card OR Forbidden Card], ||
|| | Geezard Card x5, Red Bat Card x4, Buel Card x3, ||
|| | Anacondaaur Card x2, Cactuar Card, (INFINITE: Potion, Soft, ||
|| | Phoenix Down, Antidote, Geezard Card), Occult Fan II, ||
|| | Timber Maniacs (x3), Potion, Phoenix Down, Soft. ||
|| ----- ||
|| Rare Cards:| Siren, MiniMog (win back). ||
Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-oO

```

### Map of Timber:

```

[TV Station] -- [ ] -- [ ] -- [Back Alley] -- [Pub]
                                     |
                                [Timber
                                Maniacs] [House] [Pub Square] [Old Man
                                     |         |         |         |
                                     |         |         |         |
                                [Timber Square] --- [ ] --- [ ] --- [Train
[Train Station] |                                     (Save Point) Station]
(from Balamb)] |
(with Pet Shop) -- [ * ] --- [Overpass] -- [Hotel/Junk Shop]
                                     |
                                     [Exit]

```

Note: Because Timber is fairly large, the above map should help you. You start at the [ \* ] this time, and everything between [brackets] is an area.

You can now get into random encounters, just so you know. Don't forget to give the junctions of the party member you're leaving out, to Rinoa. You can do an easy Junction Exchange under the Switch option at the menu. Back at the station, you can now visit the Pet Shop, which sells GF related items. Having Amnesia Greens may come in handy for later, and you might also want to buy Pet Pals Vol. 3 and 4 (but only learn the skills from Volumes 1 and 3; The others will get in the way with Angelo Search, a very useful skill later in the game).

First, although optional, go over the overpass, past the alley with the hotel and weapon shop, to the exit area. Here, fight the two Elite Soldiers. Now backtrack and head to the Timber Square by going to the right on the [ \* ] screen. Enter the Timber Maniacs building and check out the back of the right pile of magazines to find the Girl Next Door magazine. Also check out the small room on the left to find a hidden Blizzaga Draw Point. Last, if you talk to the guy in the room down the hall, you'll get various scenes.

### [PERFECT GAME NOTE 6]

~~~~~  
Don't forget the Girl Next Door. While you still have many opportunities to get it later, at some point in the game (Disc 4) it becomes unavailable and will be lost forever.
~~~~~

From the Timber Square, you can enter the House and check out the back alley from the 2nd floor. Go back outside and head over to the Old Man's house, see the map. Here, talk to the Old Man and answer yes. You can now drink from the tap which restores your party. You can also inspect the cupboard 4 times here and get 500 Gil, but after this you can't drink from the tap anymore (though it

isn't a big deal).

Head over to the Pub Square and defeat two Galbadian Soldiers, after which you get a Buel Card (just a normal card). There's also an Item Shop here (on the left). Enter the pub. Looks like there's a drunk guy blocking the exit to the back alley, you can either tell him about the card and he'll move out of the way and give you the Tonberry Card, OR you can buy him a drink. Observe him and see what he's drinking, and talk to the woman on the left to see what he thinks is good, and check the below table to make it even easier:

|         | Red:   | Green: | Yellow: |
|---------|--------|--------|---------|
| -----   | -----  | -----  | -----   |
| Sweet:  | Mimett | Tantal | Curiel  |
| Bitter: | Krakka | Reagan | Sylkis  |

Heck, the guy only likes Reagan drinks, so buy him that drink and you'll get the Forbidden Card. (Note, by the way, that the drinks are named after Chocobo Greens from Final Fantasy VII). When he's out of the way, go through the back alley and up the stairs to the TV station. Save your game on the way.

The large screen at the stairs seems messed up, but there's actually some text readable if you scramble it out: "Bring me back I am alive here I will never let you forget about me". What does that mean..? Play on.

During the scene on the stairs, answer however you like, then head over to the TV Station. After the scene, follow Seifer. More scenes will happen. Now head over to the house at Timber Square. Here, a scene will occur. When upstairs, talk to everyone, and talk to Quistis twice to progress the game. Downstairs, you'll get a Potion, Phoenix Down, Soft, Antidote and Remedy from the woman.

Outside, talk to the Galbadian Soldier and you'll get a scene. After the scene, head right. Another scene takes place. Follow Quistis, go up the stairs, cross the bridge and you'll have made it to the departing train. Inside, talk to Rinoa, then check out Zell and pick (Leave him alone). When the train stops at East Academy, you \*can\* get off to continue with the story, but you can also choose to do some optional things in Dollet and Timber, which I suggest you do first.

[OPTIONAL]

~~~~~  
If you've been following this guide religiously up to this point, the Galbadian region has the Open and Same card rules (where Open came from Balamb region).

We're off to Dollet to run some rewarding errands there. On the worldmap, at the end of the railroad track there's a path leading to the beach; Dollet is located here. You've actually been here before, remember? It was during your Seed Exam. Now, your exploration of the town will be more thorough and at a calmer pace.

Familiarize yourself with the town again, but for now, refrain from doing anything card game related. When exploring the main street, which you should be able to recall from memory, continue to the town square with the fountain.

Approach the Dollet Guard on the left twice, and follow the path to the end for a funny scene. Return to the town square afterwards and head inside the hotel. Stay the night; you can find a Timber Maniacs in the hotel room.

Absolishing Random and Elemental card rules from Dollet:

One of the most frequently asked questions ought to be: "How do I abolish the Random rule (from Dollet)?" The former strategy here was hardly satisfactory, but the following strategy ensures with a 100% success rate that you'll abolish Random from Dollet once and for all. Here's the breakdown:

Abolishing Random (or spreading Open):

PREREQUISITE: Queen of Cards IS in Dollet. If you followed this guide, she should be in Dollet (at the pub), but if she's not then check the alternative strategy).

So this works if the Queen IS in Dollet:

1. First of all, for the sake of simplicity you'll need to be carrying Galbadia's rules. If you've been following this guide, then you'll be carrying them automatically.

If you're no longer carrying Galbadian rules (due to playing in Dollet), head back to Timber and challenge the gate guard on the left several times, while declining to actually play, until he stops asking to mix rules. (He stops asking to mix rules, because you're now carrying Galbadian rules, so there's nothing to mix).

2. Save your game in the Dollet hotel, then do a hard reset on your console. (This implies that you turn your console off/on, in contrast to a soft reset, which is done with the controller. A PSP or emulator works fine too, but you can't use "save states" because that'll mix things up.)
3. Head outside to the town square and immediately walk back inside the hotel. (This is actually necessary, yes, and it's based on grounds of manipulating the game's random number generator to finally favor you)
4. Challenge the girl in the hotel to a game of cards twice, but decline both times.
5. Challenge the girl a third time and accept the challenge. Quit the game as soon as it starts.

Result: A. If Open had not yet been spread to Dollet, it will spread now. If you want to abolish Random after this, head back to Timber to carry Galbadian rules, then follow steps 2-5.

B. If Open was already spread, Random will be abolished. You cheer, hop up and down and give random passersby a hug for the next few days.

Alternative instructions if Queen is NOT in Dollet:

1. Carry Galbadian rules (go to Timber, challenge left gate guard until he stops asking to mix).
2. Go to Dollet. Save in the hotel (adjacent to the town square with fountain).
3. Do a hard reset. Reload your save in the hotel.
4. Challenge the girl in the hotel 4 times, decline everytime.
5. Challenge the girl for a fifth time and accept the challenge. As soon as the game starts, quit the game. This should do the trick.

Before we continue with abolishing Elemental, we'll first do some mandatory exploration of Dollet in order to fulfill the requirements to effectively abolish this rule.

Dollet's Pub:

In the main street you can check out the Nautilus shop, although it's hardly an interesting shop in terms of content. Further down, head inside the pub.

Talk to the "woman" at the counter for a funny dialog, then head upstairs. The Queen of Cards should also be here, but definitely IGNORE HER for now. Grab the Timber Maniacs from the table, and make sure you're able to use the save point here; it's initially hidden, so you'll need Siren's Move-Find ability. This is a very essential save point, so learn this ability if you haven't already.

Challenge the pub owner (the guy on the left) for a game of cards. Since you've already abolished Random, it should be a piece of cake to beat him. Upon victory he invites you to his private room.

Talk to the Pub Owner in his private room to receive a Geezard Card x5, Red Bat Card x4, Buel Card x3, Anacondaaur Card x2, and a Cactuar Card.

There are also 3 magazine piles here. Here's what they yield:

Pile near exit: (Max of 3 items per room visit)

=====

Nothing (50% chance)

OK Shop, 1 rental discount ticket (6.25% chance)

Aphrora Pub, 1 drink discount ticket (6.25% chance)

Mother's day 1 day massage ticket (6.25% chance)

Potion (6.25% chance)

Antidote (6.25% chance)

Soft (6.25% chance)

Phoenix Down (6.25% chance)

Geezard Card (3.125% chance)

Occult Fan II (3.125% chance, only ONCE)

Pile on the right:

=====

Note about Anacondaurs

Note about Goofy magazine BOO! Monthly

Note about a Card Game with Laguna

Note about New Pub Owner

Pile on upper left:

=====

Note about Pub Owner's journal

Note about Pub Owner's journal

Especially the pile near the exit is of interest to us, but more on this soon. For now, be SURE to get the Occult Fan II from it.

Challenge the pub owner again and win the Siren Card from him. You can mod this card into 3 Status Atks, which is an excellent ability to teach a GF. If you do this, I suggest combining it with a 100x Death junction to rid yourself of most enemies quickly. Remember that refined cards can be won back on disc 4.

Abolishing Elemental:

1. Beat the pub owner to access his private room (see above).

2. Head to Timber and challenge the left guard repeatedly again until he stops

asking to mix rules. You are now carrying Galbadian rules.

3. Back in Dollet, go inside the pub and save your game (which requires the Move-Find ability from Siren).
4. Do a hard reset on your console (turn it off/on).
5. Load up your save game in the pub, enter the private room, and examine the magazine stack (closest to the exit) exactly twice.
6. Challenge the pub owner to a game of cards, accept the challenge, and quit the game as soon as it starts.

This should abolish the Elemental rule.

Alternative instructions if Queen is NOT in Dollet:

Exact same as above, except you must examine the magazine stack exactly THREE times (instead of two times).

Now that you've abolished both Random and Elemental, let's continue with our exploration of the town.

The Bone Quest:

Note: This quest can also be done at a later time and will give you a different reward (X-Potion, Mega-Potion, Elixir). You can just go ahead and do it now, or wait if you must.

Head back into the pub and ask the Queen of Cards about her artist father. This initiates the "Bone Quest". Head further down the street, and you'll come across a dog and a boy in the next screen. Talk to the boy and follow him inside. Check the painting and talk to the boy. Also challenge him to win back your MiniMog Card (if you had spoken to the Queen earlier about her artist father, and lost the card to her in Balamb in the first place).

Head outside and Squall will note there used to be a dog here. Head to the town square and talk to the dog. Look under the bone to receive a Potion. Head back to the old man's house and check the painting after the scene, and talk to the boy. Now head over to the street at the pub's entrance, and talk to the dog. Look underneath the bone to receive a Phoenix Down. Head back to the house and check the painting a final time. Head outside, talk to the dog, and you'll receive a Soft. The quest is now over.

And that's it for Dollet's amazing secrets! Head back to the worldmap to get going. You can either do some very minor things in Timber now, or continue with the storyline.

Timber Loose Ends:

[PERFECT GAME NOTE 7]

~~~~~  
While in Timber, also speak to the man sitting at the town square (where Timber Maniacs is). Tell him "No way" that he shouldn't quit, which is important to do so you can get a missable item from him later on (Pet Nametag).  
~~~~~


You can also, btw, get infinite Potions from the guy on the overway as long as Rinoa or Quistis is in your party. Lastly, you can read a Timber Maniacs issue in the Hotel Room (rent it).

[END OF OPTIONAL]

Go back to the worldmap and follow the road until you get to a bridge. A small, round forest should be nearby.

```

                                Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-oO
                                ||{6} Lunatic Dream & Galbadia Garden||
Oo*=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-oO
|| Treasure:| ---|
Oo*=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-oO

```

Before you enter the nearby forest, do a Junction exchange so that Quistis and Selphie have the junctions of your two other party members.

Enter the nearby forest. After the scene, Squall, Quistis and Selphie will fall vast asleep and become Laguna, Kiros and Ward (in that order respectively).

This is a table which shows that some actions have an effect on later visits you will make to the Lunatic Pandora. It's best to do everything, but I advise you to certainly not miss out on the very rare Power Generator!

Laguna's Actions (in the dream):	Later Visits:
Pick up the Old Key near the Confuse Draw Point (and near barrels).	Unlocks the doorway which reveals an Ultima Draw Point.
Remove the lever of the middle panel	Reveals a Silence Draw Point
Fiddle with the lever of left panel + press the red switch afterwards	Reveals a Phoenix Pinion
Fiddle with the lever of right panel + press the blue switch afterwards	Reveals a Power Generator (!)
Find the Old Key at 1st intersection	Reveals a LuvLuvG item behind the door
Press the detonator (red + blue)	The boulders fall into holes which allow you to reach some secrets. It also clears the way to Combat King 005
Push a rock from a left tunnel wall	Reveals a Spd-J Scroll

[PERFECT GAME NOTE 8]

Warning: You can come across Gespers here, which know the Degenerator attack. This wipes out a character, but you don't want this to count to your death total later on.

Note: Should you be a high level, you can get Laser Cannons from Elastoids, but only if they're Lvl 30+. You really shouldn't be that high yet.

As Laguna, choose "Nah, just my imagination", then walk down the path. At the next screen, you'll fight some Esthar Soldiers. After this, take the right path and climb down the ladder. Go to the next screen, and go left here. Near the rubble, grab the Old Key (which silly Laguna loses). Now walk two screens left and check the middle hatch. After the lever is removed, backtrack to the start where you fought the mandatory Esthar soldiers, and take the left path.

Climb down the ladder at the end of this screen, and you'll be in a hall. Check near the rubble on the left to find another Old Key (which is also lost). Make sure to walk to the next screen (below) to fiddle with the left hatch. These things will later on reward you. Backtrack all the way again so you get to other side of the hatches (the right side), and check the final hatch too. Now you can proceed up north at the screen where you found the first Old Key. In the next screen, go up.

Here, you'll find a detonator, First press the red switch to move one boulder and open up the left hatch, then press the blue switch to move the other boulder and open up the right hatch. Go to the next screen, and walk the stairs to yet again the next screen. Here, proceed and touch the boulder on the left to take care of yet another Esthar Soldier. Proceed north. In this screen you can save your game. Head north to exit the Lunatic Pandora. Depending on how many traps you set, you'll fight between one and five battles. If you did all the previous, you'll only fight two Cyborg Esthar Soldiers. The last will use the "Soul Crush" attack on Kiros and Ward. This is story related, but be sure to heal up Quistis and Selphie in the real world.

After a few scenes, you'll be back at the worldmap. Galbadia Garden is just around the corner.

Note: The forest can now be walked in on the worldmap, and you can encounter various enemies including Ochus, Wendigo's and Anacondas. This can be a decent training spot, should you feel the need to train. Also note that Grendels with levels 1 - 29 can drop Dragon Fangs, an item needed for Squall's best weapon, Lionheart. It may be useful to get four Dragon Fangs now, to save you the trouble later on. Remember, they DROP them, so you cannot mug them. If you successfully steal from an enemy, no item will be dropped.

After the movie, walk inside Galbadia Garden until Quistis says she takes care of it. Move inside, and you'll get the message to go to the 2nd floor reception room. Go to the north exit and continue north. You'll be in a hall with guys doing pushups (they hold some funny dialogs). Head up the stairs and enter the room on the bottom of the screen. This is the reception room. Talk to Zell, Rinoa, Quistis, Zell, Selphie in that order, and Squall will exit the room.

Go back downstairs and walk to the main hall. A scene with Fujin and Raijin will take place. After this, talk to Quistis at the front gate, and finally, talk to Rinoa at the exit. After the scene, Irvine joins you (Oh my.. his last name is actually USED in-game). Talk to him, then to Zell. You can make your own team, don't let that sneaky Irvine team up with the babes ;)...After the tutorial, you'll be back at the world map. You can, however, grab ALL Level 6 Boss cards from a certain player in Galbadia Garden.

[OPTIONAL]

~~~~~  
Inside Galbadia Garden, head to the main hall. From here, go right. In this hallway, go through the door on the right, and you'll be in a classroom with three people. The girl can play ALL Level 6 Boss Cards, so you'll probably want to play a lot with her.



Modding it gives too good rewards, so just do it.

You can probably upgrade a few weapons by now. However, weapon upgrades are highly overrated, since many weapons only give a very small increase in attack power and hit rate. Only Squall's weapon is worth upgrading at the moment, and I suggest you upgrade it to a Flame Saber, nothing less. This grants you the Fated Circle and Blasting Zone Limit Breaks. If you want to, you can even skip this and go straight to Lion Heart, which will be covered shortly.

From this screen, head down. At the intersection on the next screen, head right. You'll now be at the front of Caraway's Mansion, talk to his guard on the right.

~~~~~  
[END OF OPTIONAL]

Talk to the guard. He'll tell you that you need to fetch a student ID number from the Tomb of the Unknown King. You can also buy a location displayer for 5000 gil from him, or get two hints for 3000 gil per hint. Don't bother with the hints, they're as follows:

1. "There is a GF inside the [Tomb of the Unknown King]. If you feel confident enough, it may be worth the challenge."
2. "The GF in the back of the cavern has a weakness. 'Stay above the ground'. Keep that in mind."

Only buy the location displayer if you want it for completion purposes, then ask the guard to escort you out of town. Exit to the worldmap. Check the northeast (bring up the world-map with SELECT), that's where we're gonna go. At the end, enter the small tomb covered with green.

There's a Protect draw point on the left, and a save point on the right. Enter the Tomb. You should know three things: 1. You can bring up the map by holding SELECT, and the X notes down your location (if you bought the 5k displayer). 2. The point of view will always be over Squall's shoulder, which keeps changing around, and makes it a bit difficult to navigate. 3. If you use the escape option from the map (Triangle), your SeeD rank will drop by 1. However, using the map itself doesn't do anything negative.

Note: From now on, "Up" means both "Up" and "Follow the linear path".

Go up, and inspect the sword. Write down the number. You're basically done now for the mandatory part. However, if you want to get the next GF, read on.

[OPTIONAL]
~~~~~  
Directions from the screen with the sword: Right, Up, Right, Up, Right, Up. Here, Sacred must be fought. However, he'll flee from battle very quickly.

Directions: Down, Up, Right, Up, Right, Up, Right, Up.  
Here, pull the lever at the right to release the waterflow. Also make SURE you draw Float from the Draw point on the left.

Directions: Down, Up, Right, Up, Right, Up, Right, Up.  
Check the machine on the left to lower the bridge in the middle of the Tomb.

Directions: Down, Up, Right, Up, Right, Up, Right, Up.  
You're back outside, so you can save your game.

Head back inside and go all the way up to fight Sacred & Minotaur, aka Brothers.

.=====.

```

Name: Sacred | {BOSS-11}
=====o=====o=====o=====
Level Range: 1-75 | HP Range: 578-27218 | AP: 20 | EXP: 0
=====o=====o=====o=====
Elemental Weakness(es): Poison [x2], Wind [x2]
Status Weakness(es): Float [70%], Drain [100%], Vit0, Gravity, The End
=====
DRAW LIST: Lvl 1-19: Shell, Protect, Berserk, Life
           Lvl 20-29: Shell, Protect, Berserk, Life
           Lvl 30+: Shell, Protect, Berserk, Life
=====
STEAL LIST: ---
=====
DROPS LIST: | Card Drop: ---
=====o=====o=====o=====
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|8x G-Hi-Potion |8x G-Hi-Potion |8x G-Hi-Potion |8x G-Hi-Potion
20-29|8x G-Hi-Potion |8x G-Hi-Potion |8x G-Hi-Potion |8x G-Hi-Potion
30+|8x G-Hi-Potion |8x G-Hi-Potion |8x G-Hi-Potion |8x G-Hi-Potion
=====

```

```

=====
Name: Minotaur | {BOSS-12}
=====o=====o=====o=====
Level Range: 1-75 | HP Range: 855-36375 | AP: 20 | EXP: 0
=====o=====o=====o=====
Elemental Weakness(es): Poison [x2], Wind [x2]
Status Weakness(es): Float [50%], Drain [100%] Vit0, Gravity, The End
=====
DRAW LIST: Lvl 1-19: Shell, Protect, Berserk, Double
           Lvl 20-29: Shell, Protect, Berserk, Double
           Lvl 30+: Shell, Protect, Berserk, Double
=====
STEAL LIST: ---
=====
DROPS LIST: | Card Drop: Sacred (100%)
=====o=====o=====o=====
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|8x G-Returner |8x G-Returner |8x G-Returner |8x G-Returner
20-29|8x G-Returner |8x G-Returner |8x G-Returner |8x G-Returner
30+|8x G-Returner |8x G-Returner |8x G-Returner |8x G-Returner
=====
Strategy: Start the fight by casting Float on both Sacred and Minotaur. This
----- takes care of their regeneration from the earth. Your next step
should be to either cast Float on all party members (to block their special
attack Mad Cow Special), or cast Meltdown on Sacred and Minotaur to reduce
their defense to 0. When you've done that, the fight should be a breeze, so
take your time to draw the Life spell from Sacred. You can also Draw-cast
Protect on all your party members, but it's not nessecary. Just pummel them

and the fight should be over sooner or later. Sooner, that is.
=====

```

After the fight, the GF Brothers joins you, and you also get the Minotaur Card. I suggest you learn the Brothers HP+% abilities, then the HP Bonus ability (which gives you +30 extra HP per level up). After that, learn the junction abilities, Cover, Boost, and Defend.

Note: I suggest you Card Mod the Minotaur Card into 10x Adamantine. This item is great on it's own (teaches a GF Vit+60% ability), but is also used in Weapon

upgrades, including many final weapons. Yes, even Squall's Lionheart. I suggest you keep the Sacred Card for playing, since 100 Dino Bones .. well.. \*Eyeroll\*.

Now that you have Brothers, spread the GF's like this on three characters:

- 1: Quetzalcoatl, Brothers (HP, Str, Vit, Mag, Spr, Elemental x2)
- 2: Shiva, Diablos (HP, Str, Vit, Mag, Spr, Hit, Elemental x2, Ability x3)
- 3: Ifrit, Siren (HP, Str, Mag, Elemental x2, Status x2)

Exit the Tomb by going all the way straight (down, up, up) out.

Once you've done the Tomb of the Unknown King Quest, head back to Dollet and lose the Sacred Card to the Queen. Make sure you send her back to Balamb, just to make life easier on yourself. Whatever you do, MAKE SURE SHE DOES \*NOT\* GO TO DELING CITY. You can re-win your Sacred Card back from her son here in Dollet.

You can now create Squall's best weapon, Lionheart. You need 1x Adamantine, which comes from the Minotaur Card, 4x Dragon Fang, which can be stolen from Grendels (Lvl 1 - 29) that can be found in the dream forest, and 12x Pulse Ammo, which can be gotten by refining two Energy Crystals into 20 Pulse Ammo. Energy Crystals can be gotten by modding 20 Elnoye Cards into 2.. (somewhat time consuming, yes). I suggest only upgrading Squall's weapon, because he gets a new Limit Break, the others only gain a very slight increase in attack power and hit rate, which isn't worth it.

One possible exception is Selphie's best weapon, the Strange Vision. This weapon never misses (like all of Squall's weapons), which is a plus. It requires 1x Adamantine, 3x Star Fragment (Card Mod 9 Iron Giant Cards into 3), and 2x Curse Spike (Card Mod 2 Tri-Face Cards into 2).

One last thing I'd like to mention here is that it's advisable you learn Mug, since soon you'll be able to really benefit from mugging several bosses.

~~~~~  
[END OF OPTIONAL]

Head to Caraway's Mansion and give the number to the guard. In my case, the number was 47, so I enter 7, 4, 0. Enter the Mansion. Inside, talk to Rinoa and answer however you like. After the scene, follow General Caraway and watch the scenes/debriefing. Head back to the mansion after everything.

Back at the mansion, watch the scene and you'll be in control of Quistis. Attempt to exit and bump into Rinoa. After the scene, follow the others. Talk to Caraway, and follow him with Squall. Follow him until Squall and Irvine are in position. After this, you'll be back in control of Quistis. Head back to the mansion after which the team gets locked in. Now you're in control of Rinoa.

Walk around the car and enter the sewers by checking the manhole. Head west, then West, then West. Grab the Weapons Monthly May Issue and go east to climb the ladder and go back to where you were.

Climb the crates with X, and go left to the next screen. Here, climb the ladder and the ledge, and walk up to Edea. Many scenes and movies will play. At the end of them, you're back with Quistis and co. Check the glasses on the left, then place the glass in the statue's hands at the upper left corner of the room. A secret entrance opens up, and you'll now be in the sewers. Check the wheel to go over it, then open the door and go up.

Back with Squall, follow Irvine. Save your game after this. Climb the building like Rinoa did, and an extra ledge on the left. Here, ask Vinzer Deling if he wants to play a card game with you. Guess he doesn't respond .. he's too busy

rotting. Climb the stairs, and go inside. It's boss time.

```
.=====.
```

DRAW the GF Carbuncle!!			
Name: Iguion		{BOSS-13}	
=====o=====o=====o=====			
Level Range: 1-19	HP Range: 127-1747	AP: 10	EXP: 0
=====o=====o=====o=====			
Elemental Weakness(es): Earth [x2], Holy [x2.5]			
Status Weakness(es): Drain [100%] Vit0, Gravity, The End			
=====			
DRAW LIST: Lvl 1-19: Cure, Esuna, Break, Carbuncle			
=====			
STEAL LIST:	Card Mod Common: ---	Card Mod Rare: ---	
=====o=====o=====o=====			
Lvl: ~69.5% chance:	~20% chance:	~5.8% chance:	~4.7% chance:
1-19 6x G-Returner	6x G-Returner	6x G-Returner	6x G-Returner
=====			
DROPS LIST:	Card Drop: ---		
=====o=====o=====o=====			
Lvl: ~69.5% chance:	~20% chance:	~5.8% chance:	~4.7% chance:
1-19 4x G-Returner	4x G-Returner	4x G-Returner	4x G-Returner
=====			
Strategy: These two aren't very tough, mainly due to their low HP. First of			
----- all, draw the GF Carbuncle from one of them. This also disables			
their Auto-Reflect ability. Now you can finish them off by simply focusing on			
on of the two, and after it goes down, on the other. They can petrify you,			
but this isn't a big deal as you should have won before the timer runs out.			
You can also mug them for an extra 4 G-Returner in total (+2 per Mug).			
'====='			

Carbuncle isn't a GF you'll be using a lot, but sometimes summoning it has a good use, because it casts reflect on all party members. It's GF abilities are also nice to have. Learn Recov Med-RF the first, then Vit+% abilities and Vit Bonus. After that, go for the junctions and the remaining abilities.

Go south and check the hatch on the right. In the next screen, inspect the sniper rifle and watch the scene. Now shift back to Quistis' team.

Go up to the next screen. Here, open the door on the upper left and go left. Check the ladder (which falls). It's possible to go over it and find an Esuna Draw point at the end, but you can also go just left to the next screen, then up to another screen. Go up again, and in the next screen, open the door on the upper right and go right. Go right. Pass over the wheels, yes both, then go down and pass over the wheel on the right. Go down again through the door. Again, go over the wheel, and again, go down through the door. Pass through the hall and head right. The ladder that falls will function as a bridge now (and the ladder going up actually leads where you came from - the mansion). Just head right and ignore the fallen ladder. Head right again, go over the wheel and go up. Go up one more screen and you'll be at the end of the sewers. Save your game. Climb the ladder, then climb it up again, and after the movie, flip the switch.

More scenes and movies will play, and it'll finally be time to fight Seifer and Edea. Check your junctions for Rinoa, Irvine and Squall. Don't forget to junction your newly aquired GF Carbuncle. Now that you have Carbuncle, junction your GF's like this on your characters to evenly spread the stat-junctions:

- 1: Quetzalcoatl, Brothers (HP, Str, Vit, Mag, Spr, Elemental x2)
- 2: Shiva, Siren, Diablos (HP, Str, Vit, Mag, Spr, Hit, Elemental x2, Status x2, Ability x3)
- 3: Ifrit, Carbuncle (HP, Str, Vit, Mag, Elemental x2, Status x2, Ability x3)

And.. we're on Disc 2 folks! Enter another dream sequence about Laguna. After the scene, check the (hidden) Curaga Draw Point near the upper left closet, then exit downstairs. Talk to Ellone, then go outside. Head into the house directly below the one you came out of. Here meet up with Kiros. Select all options before going saying "Let's talk later...".

Be SURE to select "...Tell me about Julia." This unlocks the 'Eyes On Me' entry under tutorial, and this is the only time you can unlock it, so don't miss it.

Go back outside. Laguna will have Squall's junctions, and Kiros will have Irvine's. Any other junctions made can be done manually. Head south from the town square, and proceed south after the scene. At the next screen, go further south, and at the chocobo trail simply continue south. Continue all the way south until Laguna says the patrol is done.

As you may or may not have noticed, Laguna has 3000 gil to spend. This money can be spent on buying items from the item shop on the left. If you don't spend the money, it won't be transferred later on, but the items you buy stay in your inventory, so buy some stuff from the store.

Head back to the town square, and watch the scenes on the way. Head back into the house where you talked with Raine, and go upstairs. Talk to Raine after the scene, then head back to your own house, and go upstairs. Inspect the bed and choose to rest to exit the lucid dream..

Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-oO		{9} D-District Prison		CHECKLIST
Oo*=-*-=-*-=-*-=-*-=-*Oo*=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-oO				
Treasure:	Combat King 001, Pet Nametag, Strength Up, Tent, Cottage,			
	Rename Card, (HP Up), (Luck Up), (infinite Rosetta Stones).			

Other:	Character Report.			
Oo*=-*-oO				

Looks like Zell was in the dream world too, as Ward. Talk to Rinoa twice, and the scene will shift to Squall. During the scenes, answer "I'll stop him" and "...Just let me die." When you gain control of Zell again, go up the stairs and battle the soldiers. After getting your weapons back, be SURE to check your junctions, because another (easy) fight is on the way.

```

=====
|Name: Biggs (2nd)|
|=====| {BOSS-16}
|=====|
|Level Range: 1-22 | HP Range: 1467-2235 | AP: 10 | EXP: 0
|=====|
|Elemental Weakness(es): ---
|Status Weakness(es): Poison [80%], Darkness [80%], Silence [80%],
|                      Zombie [70%], Slow [90%], Confuse [60%], Drain [100%],
|                      Vit0, Gravity, The End
|=====

```

```

DRAW LIST: Lvl 1-19: Cure, Haste, Slow, Regen
           Lvl 20-22: Cura, Haste, Slow, Regen
=====
STEAL LIST:      | Card Mod Common: ---      | Card Mod Rare: ---
=====O=====O=====O=====
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|1x Regen Ring |1x Regen Ring |1x Regen Ring |1x Regen Ring
20-22|1x Regen Ring |1x Regen Ring |1x Regen Ring |1x Regen Ring
=====
DROPS LIST:      | Card Drop: ---
=====O=====O=====O=====
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|3x Elixir    |3x Elixir    |3x Elixir    |3x Elixir
20-22|3x Elixir    |3x Elixir    |3x Elixir    |3x Elixir
=====

```

```

=====
Name: Wedge (2nd) | {BOSS-17}
=====O=====O=====O=====
Level Range: 1-22 | HP Range: 1416-2139 | AP: 0 | EXP: 0
=====O=====O=====O=====
Elemental Weakness(es): ---
Status Weakness(es): Poison [80%], Darkness [80%], Silence [80%],
                    Zombie [70%], Slow [90%], Confuse [60%], Drain [100%],
                    Vit0, Gravity, The End
=====
DRAW LIST: Lvl 1-19: Fire, Shell, Protect, Reflect
           Lvl 20-22: Fira, Shell, Protect, Reflect
=====
STEAL LIST:      | Card Mod Common: ---      | Card Mod Rare: ---
=====O=====O=====O=====
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|1x Strength Love |1x Strength Love|1x Strength Love |1x Strength Love
20-22|1x Strength Love |1x Strength Love|1x Strength Love |1x Strength Love
=====
DROPS LIST:      | Card Drop: ---
=====O=====O=====O=====
Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
1-19|8x Remedy     |8x Remedy     |8x Remedy     |8x Remedy
20-22|8x Remedy     |8x Remedy     |8x Remedy     |8x Remedy
=====O=====O=====O=====
Strategy: Another easy battle: Wedge can only cast fire or hit you with his
----- sword, Biggs knows quite a few more spells. You should draw any
stocks from spells you don't have yet, in particular Reflect and Regen. You
can make this a breeze by casting Silence and Blind on them.
It should be noted that you can have a little bit of fun if you cast Confuse
on either Biggs or Wedge. They'll shout at each other and Biggs will even
counterattack Wedge. Silly soldiers. Also take your time to steal the Strength
Love and Regen Ring from them: Those items are better than the drops (and you
should have many, many Elixirs already from the Angelo Card anyway).
=====

```

Now that we're back in business, let's bust out of prison. Or rather .. let's enjoy our stay in prison, and do all unique things we can do.. IF you want to.

[OPTIONAL]

~~~~~

First of all, a list of what can be done on each floor:

-----

| Floor #: | Left Cell:                         | Right Cell:                | Other:       |
|----------|------------------------------------|----------------------------|--------------|
| Floor 1  | Hidden Save Point                  | Combat King 001            | NO Barricade |
| Floor 2  | Pet Nametag                        | Strength Up                | ---          |
| Floor 3  | ---                                | Pet House                  | ---          |
| Floor 4  | Tent                               | ---                        | ---          |
| Floor 5  | ---                                | Card Player (500 Gil)      | ---          |
| Floor 6  | ---                                | ---                        | Save Point   |
| Floor 7  | ---                                | ---                        | NO Barricade |
| Floor 8  | Man from Garden Shop               | ---                        | NO Barricade |
| Floor 9  | ---                                | Berserk Draw Point         | ---          |
| Floor 10 | Save Point                         | Card Player (300 Gil)      | ---          |
| Floor 11 | Card Player (200 Gil)              | Hidden Thundaga Draw Point | ---          |
| Floor 12 | ---                                | ---                        | ---          |
| Floor 13 | This is the torture room.          |                            |              |
| Floor 14 | There is a hidden Save Point here. |                            |              |
| Floor 15 | Exit of the prison.                |                            |              |

#### 500 Gil Card Player (Floor #5):

| Possible Prizes: | Item Chance: |
|------------------|--------------|
| Potion           | (129/256)    |
| Eye Drops        | (1/4)        |
| Remedy           | (1/8)        |
| Gysahl Greens    | (1/16)       |
| Flare Stone      | (1/32)       |
| Mega-Phoenix     | (1/64)       |
| Phoenix Pinion   | (3/256)      |

\* Luck Up: 1/32 chance

#### 200 Gil Card Player (Floor #11):

| Possible Prizes: | Item Chance: |
|------------------|--------------|
| Potion           | (129/256)    |
| Eye Drops        | (1/4)        |
| Remedy           | (1/8)        |
| Hi-Potion+       | (1/16)       |
| Holy Stone       | (1/32)       |
| Mega-Potion      | (1/64)       |
| Rosetta Stone    | (3/256)      |

\* HP Up: 1/32 chance

\* Luck Up and HP Up can only be gotten once.

Head down to floor six first. There's a barricade here (and yes, that's right, your characters completely lack the basic physical ability to jump over), so you'll have to walk around the whole ring to go downstairs.

There is a save point in the main hall of floor 6. On Floor 5, it is possible to play cards with the guy in the right cell, but it'll cost you 500 gil per game. The odds of getting something good are very slim. You can try to get the Luck Up, but if it takes too long, forget about it. On floor 4, grab the Tent. Grab the Pet House from floor 3. Floor 2 is very rewarding with the Pet Nametag and the Strength Up. Last, grab the Combat King from the 1st floor.

#### [PERFECT GAME NOTE 10]

Make sure you grab the Pet Nametag, since there are only 2 to be found in the game. You can get more with a Pocketstation or the PC Version, but still.

If you've gotten those items, head all the way back up. Talk to the man in the left cell on floor 8 and shop with him if you like. Be sure to play and win a card game with the man on floor 10, because he'll upgrade your Battle Meter with a Character Report, a neat little thing that shows how many kills and KO'd your characters have.

#### [PERFECT GAME NOTE 11]

~~~~~  
Get the Character Report, as it's crucial for a Perfect Game. It's missable too.
~~~~~

After that, head up to the 11th floor. In the left cell of this floor is a card player who you can play against for 200 gil, and who also hands you prizes if you win from him ... including rare Rosetta Stones! Now there happens to be a trick to guarantee that you receive a Rosetta Stone from him every single time, so let's take a look at this, shall we? This method has been developed in 2010 on the GameFAQs forum, mainly by Red\_XIII. The text below is an adapted version.

Wait.. What *\*ARE\** Rosetta Stones anyway? Good question. Technically, I don't have a clue what they are or how they look like, but in FF8 they're one of the best items in the game because they refine into another great item (Shaman Stones), but most importantly because they learn a GF the 4x Ability (effectively allowing you to use four abilities this early in the game)!

#### PREREQUISITES:

-----

1. Enc-None ability (from Diablos). You absolutely don't want to get into any random encounters during these steps.
2. It's best if the Queen of Cards is NOT in Deling City. If you've been following this guide, she should be in Balamb. Not all is lost if she *\*is\** in Galbadia (Deling City), but instead of 54 challenges (read below) you'll need 140 challenges every single time.

#### Infinite Rosetta Stones:

-----

The idea is to get to the card player within a very specific time frame, so that we can then manipulate the way FF VIII checks its random number generator. You don't have a very big margin of time to spill, I believe it's approximately 0.4 seconds. It sounds harder than it is, however.

1. Save your game in the left cell of floor 10 (with Zell & co.)
2. Hard Reset.
3. Screen 1: Cell on floor 10. Exit this room. Hold [LEFT] while the screen is loading.
4. Screen 2: Hall on floor 10. Keep holding [LEFT]. When you are in front of the stairs, hold [UP]. While the screen loads, keep holding [LEFT].
5. Screen 3: Hall part 1, floor 11. Keep holding just [LEFT] down until you reach the next screen. While the screen loads, hold [UP + RIGHT].
6. Screen 4. Hall part 2, floor 11. Keep holding [UP + RIGHT] up to the point where you hit the outer wall. Right before this happens, switch your buttons to [UP + LEFT]. This is a little tricky at first, and may require some practice. After this, and when you've just passed the cell door, switch to [LEFT]. While the screen loads, hold [UP].
7. Hold [UP] for a split second, then immediately switch to [UP + RIGHT]. You have now reached the cell with the card player.

What you must do now is challenge (and decline) to play the card player for a total of 54 times, then play and win the card game to receive a Rosetta Stone.

Note: If the Queen of Cards is in Deling City, challenge the player 140 times.

If you want to get another Rosetta Stone, follow steps 1-7 again (including saving your game, AND doing a Hard Reset to completely reset the game's random number generator).

Tip: If you feel like you're going too slow, you can try to challenge the card player 53 times instead. Keep in mind that practice makes perfect, and that you might soon enough be able to make a perfect run (and thus need to challenge the card player 54 times).

Video (by \_Red\_\_\_XIII\_): <http://www.youtube.com/watch?v=dTKEdmyK-z8>

Tip: For practical purposes, after getting enough Rosetta Stones for your liking to get the 4x Ability, you might want to consider getting just a few more Rosetta Stones. As it turns out, you can refine these into Shaman Stones, and in turn these can be refined in LuvLuvG (both with Siren's Tool-RF). The LuvLuvG item boosts all GF compatibility for one person by +20, so a few doses can do wonders. Of course, if you have the patience to wait until the end of disc 2, you can instantly get 100 of them, solving your compatibility problems for good..

Tip: You can also get the HP Up with 100% success by using this method. Instead of 54 challenges, how about trying 62 challenges exactly? Boomshakalaka. Only one HP-Up can be obtained from the card player, however.

Suggestions (PERFECT GAME ONLY):

-----  
If you are doing a Perfect Game, first collect a few Rosetta Stones to teach some of your GF's the amazing 4x Ability. After that, get your stack of 100 Rosetta Stones and 100 Shaman Stones (refined from Rosetta Stones with Tool-RF). A typical run takes about 5 minutes, so it's a lot faster than farming curse spikes later in the game (for which it takes a little less than 25 minutes to make a Dark Matter).

Getting 100 Rosetta Stones and 100 Shaman Stones might be testing your patience too much (it would take about 17 hours roughly). An hour a day advances you slowly but surely, too. Otherwise, you might just want to rely on Angelo Searching to net you Hungry Cookpots (which can be refined in both Rosetta Stones and Shaman Stones), and it can be done automated.. It's your call!

~~~~~  
[END OF OPTIONAL]

Head up to the 13th floor and find Squall. Talk to the three Moomba's and they will create shortcuts by removing barricades from certain floors, which is very useful. Leave the room, and when you're in the cabin press the button. Once you're down, head right and you're good to go.. NOT! Looks like you're underground! After more scenes, run with Zell around the ring for more scenes. Choose one party member besides Rinoa, check the junctions and head upstairs.

As Irvine, simply head down until you get to the 3rd floor. Back in control as Squall, talk to the left Moomba to receive a Cottage. The right one will give you a Rename Card. Go up the stairs to get to floor 14. Here you can save your game. Go up again, but not after you've checked your junctions one last time. Exit to the right.. and it's 'boss' time!

.=====.
|Name: Elite Soldier |
|=====o=====o=====o=====|

Level Range: 1-70		HP Range: 45-2260		AP: 2	EXP: 30 (+5)
=====o=====					
Elemental Weakness(es): Poison [x1.5]					
Status Weakness(es): Death [60%], Poison [60%], Petrify [35%], Darkness [80%], Silence [35%], Zombie [35%], Sleep [35%], Slow [35%], Stop [35%], Doom [35%], Slow Petrify [70%], Confuse [20%], Drain [35%], Blow Away, Vit0, Gravity, The End					
=====					
DRAW LIST: Lvl 1-19: Fire, Thunder, Blizzard, Scan Lvl 20-29: Fira, Thundara, Blizzara, Scan Lvl 30+: Firaga, Thundaga, Blizzaga, Dispel					
=====					
STEAL LIST:		Card Mod Common: ---		Card Mod Rare: ---	
=====o=====		=====o=====		=====o=====	
Lvl:	~69.5% chance:	~20% chance:	~5.8% chance:	~4.7% chance:	
1-19	1x Tent	1x Tent	1x Cottage	1x Cottage	
20-29	1x Tent	1x Cottage	1x Cottage	1x Cottage	
30+	1x Cottage	1x Cottage	1x Cottage	1x Cottage	
=====		=====			
DROPS LIST:		Card Drop: ---			
=====o=====		=====o=====		=====o=====	
Lvl:	~69.5% chance:	~20% chance:	~5.8% chance:	~4.7% chance:	
1-19	2x Potion	1x Phoenix Down	8x Shotgun Ammo	1x Cottage	
20-29	1x Potion	1x Phoenix Down	1x Hi-Potion	1x Cottage	
30+	3x Potion	1x Hi-Potion	1x Cottage	1x Cottage	
=====					

Name: GIM52A (x2)				{BOSS-18}			
Level Range: 1-70 HP Range: 1431-10850 AP: 3 EXP: 30 (+8)							
Elemental Weakness(es): Lightning [x1.5], Earth [x1.5], Poison [x1.5], Water [x1.5]							
Status Weakness(es): Slow [90%], Blow Away, Vit0, Gravity, The End							
DRAW LIST: Lvl 1-19: Haste, Slow							
Lvl 20-29: Haste, Slow, Dispel							
Lvl 30+: Haste, Slow, Esuna, Dispel							
STEAL LIST: Card Mod Common: --- Card Mod Rare: ---							
Lvl: ~69.5% chance: ~20% chance: ~5.8% chance: ~4.7% chance:							
1-19 1x Missile		1x Missile		1x Missile		1x Missile	
20-29 1x Missile		1x Missile		1x Missile		1x Missile	
30+ 2x Missile		2x Missile		2x Missile		2x Missile	
DROPS LIST: Card Drop: ---							
Lvl: ~69.5% chance: ~20% chance: ~5.8% chance: ~4.7% chance:							
1-19 4x Screw		1x Missile		1x Windmill		2x Fuel	
20-29 8x Screw		1x Missile		1x Windmill		6x Fuel	
30+ 2x Missile		3x Fuel		2x Windmill		6x Fuel	
Strategy: First of all, dispose of the Elite Soldier as he knows support							
----- spells to aid the GIM52A's. When he's disposed off, deal with these							
two guys. They're weak to quite a few elementals, as listed above. Beware of							
their Micro Missiles attack, which cuts off 50% of the target's current HP.							
This can be reduced to 25% when you got Protect active. If you're high enough							

```
| to be able to draw Dispel from them, make sure you stock up if you can. Also |
| mug a Missile from them, which teaches Quistis Micro Missiles.           |
'====='
```

After the scene, head back outside and walk over the bridge. During the scene, be sure to hold RIGHT on the D-pad, or else it's game over..

So... What happens to those lonely prisoners? Will they ever be saved? Are they already dead now? Thruth of the matter is, no one has ever bothered to ask these questions, and you shouldn't either. Their lives are but drops on a cooking hot plate that is called the planet, which your crew needs to save!

After another scene, talk to Selphie twice, then choose your team(s). Put Zell with Squall. After the scenes, head west and go on the train.

```

Oo=-*-*-*-*-*-*-*-*-*-*-*-*-*-oO
||      {10} Galbadia Missile Base      ||      CHECKLIST
Oo*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-oO=-*-*-*-*-*-*-*-*-*-oO
|| Treasure:   | ---                      ||
||-----|    ||
|| Rare Cards:| Rinoa.                  ||
Oo*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-oO
```

Now you're in control of Selphie. You can go straight to the Missile Base which lies west from where you are now. However, you can do some very rewarding things by now since you finally have a little freedom again since Disc 1.

[OPTIONAL]

```
~~~~~
```

Head over to Deling City, and make sure you've learned Carbuncle's Recov Med-RF. If you haven't, it's only 30 AP so go to the beach to learn it - it'll be well worth the effort.

In Deling City, go to the item shop. Spend all your money on Tents. Refine these Tents into Mega-Potions using Carbuncle's Recov Med-RF. Now sell these for more money than you bought the Tents for. This 'trick' is well known as the infinite money trick. You can keep doing this until you're satisfied with your gil or have bought and refined everything the store has - that's acually possible. If you make Tents and Mega-Potions the first two items in your inventory, this will speed things up. Still, don't go making huge amounts of money just yet. Later on you'll get access to an even better method.

I did this until I had about 300k Gil, 100 Mega-Potions, 100 Tents, and all the items from the shop. It kind of feels good, and you can even refine these items into other useful things while you're at it. It will take about 30 minutes.

After getting your salary for like 10 years, go to Caraway's Mansion, and lose the Ifrit Card to him. This will cause him to play his daughter's card, Rinoa. Win the Rinoa Card from him, and ask him about the Ifrit Card.. looks like he lost it already. No worries, you'll get it back later.

```
~~~~~
```

[END OF OPTIONAL]

Head to the Missile Base, which has a road leading to Deling City. Drive the car inside. Go to the left, and enter the building. Check the light between the doors to open up the left door, and head inside. Choose 'Walk by quietly' when prompted, and ignore the door here for now, which leads to the circuit room.

Head east and go downstairs in the next screen. In this screen, head to the left of the stairs you come from. In this screen, you will find two Maintenance Soldiers on the right. Talk to them and exit up. Head through the door on the north now, and talk to the Soldier near the red light. Tell him "To go on ahead" and go back to the two Maintenance Soldiers. They want you to go to the circuit room.

Head back to the circuit room, which is where the guard near a door stopped you. Talk to the guard, and approach the panels inside. Pick (Ahh, just hit whatever) and then (Just press whatever). Exit the room. You can talk your way out of it, as long as you don't pick a 'FIGHT' option. Go back to where you came from, and proceed to the right. A guard will come out the door. Pick (Play it cool), then (Help out). Help the guards push the launcher by going up to them. After this, talk to the guard and he'll ask you to go to the control panel.

At the control panel, go to equipment first to see the launchers and missiles. There's a little funny secret here, if you hold Triangle and Square while at the equipment screen, you can press up or down to see a dancing officer or guard.

Go to Target and set the Error Ration to Max. Now go to Data Upload and select 'Yes'. Exit the panel, and save your game. Talk to the guard on the right, and it'll be time for a 'Boss Fight' after the scene. Because these guys are real pushovers, no data is presented here. You can find info for them if you search for {BOSS-19}. After finishing them off, check the panel on the left, then the panel on the right, and top-left. Then go through the upper door, and set the timer. I suggest you pick 10 minutes, which is plenty.

Note: Choosing 10 or 20 minutes opens up the backdoor in the room with the self-destruct device panelm which saves you quite a few minutes. Exit outside to fight the BGH251F2.. which is worthy of the title 'Boss'.

```
.=====
|Name: BGH251F2 | (+ Elite Soldier + 2x G-Soldier) | {BOSS-20} |
|=====o=====o=====o=====|
| Level Range: 1-22 | HP Range: 4200-8400 | AP: 10 | EXP: 0 |
|=====o=====o=====o=====|
| Elemental Weakness(es): Lightning [x1.5], Earth [x1.5], Water [x1.5],
| Status Weakness(es): Darkness [50%], Slow [90%], Vit0, The End
|=====|
| DRAW LIST: Lvl 1-19: Shell, Protect, Stop
|           Lvl 20-22: Shell, Protect, Stop
|=====|
| STEAL LIST: ---
|=====|
| DROPS LIST: Weapons Monthly June Issue (100%)
|=====|
| Strategy: Start the battle by quickly inflicting darkness on BGH by casting
| ----- Blind. You can also cast Slow on him, which can certainly help. Now
| pummel it to death with Lightning or Earth based spells, or simply use
| physical attacks. Don't use GF's, unless you have chosen 20 mins or more.
| After busting BGH up, an Elite Soldier and 2x G-Soldiers will run out. Defeat
| them before the timer runs out, and you're good to go.
|====='
```

After the battle, walk around and check to see that you can't get out.. The base blows up.. Back to Squall and co.

Now that you're back with Squall, do a junction swap and everything should be in order again. Enter the garden, and proceed to the main hall. You'll run into a bitch Garden Faculty, to whom you should answer (I don't get it). You'll have to fight a Caterchipillar and a Grat, and the bitch runs off. Proceed to the inside afterwards.

Now head to the Quad, and walk up to the Faculty to fight a Bomb and a Glacial Eye. Proceed to the stage and talk to the middle SeeD to receive an X-Potion.

Continue to the Dormitory and beat the Caterchipillar that the Faculty leaves for you to slaughter.

Now continue to the Training Center. Help the people out, and the Faculty will shout his usual line (seems like they can say nothing else, geez) and unleash a fairly tough T-Rexaur. Blind it or put it to sleep, then beat it and talk to the SeeD to get a Remedy.

Go back to the Main Hall and follow Xu all the way to the end of the 2nd floor hall. She'll tell you to go to the 3rd floor, because that's where Cid is. Talk to him when he kneels, and go back in the elevator after the scene.

You must turn the valve here, which is done by tapping Square as quickly as you

can. However, it is NOT possible to turn the valve with *just* Squall (cheating has pointed this out). Try to do it with the help of only two party members, or if that doesn't work, three. Go back out, and climb down the other ladder. Head down the stairs, grab some Full-Lives from the Draw Point, then go around the pillar. Have Squall climb the ladder (he'll have to go either way).

After Squall luckily crashes to safety, examine the panel which appears to activate something. Go back down, then answer whatever you want. Check out the green light and go down the ladder. Save your game, then flip the nearby lever. Proceed to fight.. two very slippery creatures:

```
.===== .-----
|Name: Oilboyle | (x2) | {BOSS-21} |
|=====O=====O=====O=====
| Level Range: 1-26 | HP Range: 2136-4988 | AP: 10 | EXP: 0 |
|=====O=====O=====O=====
| Elemental Weakness(es): Fire [x2] |
| Status Weakness(es): Poison [50%], Silence [80%], Sleep [80%], Slow [90%], |
| Drain [100%], Blow Away, Vit0, The End |
|=====
| DRAW LIST: Lvl 1-19: Esuna, Blind, Cure, Confuse |
| Lvl 20-26: Esuna, Blind, Cura, Confuse |
|=====
| STEAL LIST: | Card Mod Common: --- | Card Mod Rare: --- |
|=====O=====O=====O=====
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance: |
| 1-19|4x Fuel |4x Fuel |4x Fuel |4x Fuel |
| 20-29|4x Fuel |4x Fuel |4x Fuel |4x Fuel |
| 30+|8x Fuel |8x Fuel |2x Orihalcon |2x Orihalcon |
|=====
| DROPS LIST: | Card Drop: --- |
|=====O=====O=====O=====
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance: |
| 1-19|8x Wizard Stone |8x Wizard Stone |8x Wizard Stone |8x Wizard Stone |
| 20-29|8x Wizard Stone |8x Wizard Stone |8x Wizard Stone |8x Wizard Stone |
| 30+|8x Wizard Stone |8x Wizard Stone |1x Orihalcon |1x Orihalcon |
|=====O=====O=====O=====
| Strategy: The Oilboyles are weak to Fire, so you should be using that alot. |
| ----- If you have it on Elem Atk-J, you can combine this with casting |
| Meltdown on them to reduce their defense altogether, and it's over before it |
| really begins. Otherwise, the Oilboyles do have an attack to watch out for: |
| Oil Blast is a gravity based attack and cuts off 62.5% of your current HP. |
| I suggest you either use Mad Rush (which grants Protect to everyone, plus |
|
| Haste and Berserk for fast and 1.5x stronger damage), or simply put everyone |
| under Protect. on the other hand, you might as well try to finish them off as |
| fast as you can. You can also put them to sleep or poison them. |
|=====
```

Go down the ladder at the end, to find a rather odd looking structure. Examine the switch in the middle twice, and things are about to get awesome! After all scenes, talk to Cid twice and say "Yes". On the 2nd floor, head to the end of the hall (to the balcony) for another scene. Head back inside for more scenes.

When everything's cooled down and Squall wakes up, it's time to do an optional, but very rewarding quest: The CCGroup Quest.

[OPTIONAL]

~~~~~  
1. Head to the main hall and look around for a Seed. If he says something about

the CCGroup, then that's the guy. He is called Jack. He will only allow you to challenge him if you have won 15+ Card games in Balamb Garden. Games that do NOT count are games played in: Library, Cafeteria, Classroom. All else will count. Beat Jack to continue.

2. Head to the training center. A man will randomly appear on the right path of the training center: He is the same man from the prison, who sold items. You can challenge him anytime after beating Jack. Beat him for the first time and he will upgrade your Battle Meter (if you have it) with the GF Report. You can also win the Rare Card Leviathan from him, but he only plays it in about 1/16 games, so it can take a while.
3. Go to the hall with exits to the Cafeteria, Dormitory, and Parking Lot. Look around for a SeeD. This is Club, and he'll randomly walk into this hall. Beat him to continue the quest.
4. Head back to the Main Hall, and look around for a girl twin. When they stop at the Lobby, challenge them, and beat them.

Note: You can win all Level 7 Boss Cards from the CCGroup members. Especially the Diamond Duo use these cards plenty. I suggest you get at least one of each Level 7 Boss Card.

For now, that's as far as this quest goes. It is an extremely rewarding quest, most likely the best reward you'll ever see. Keep that in mind.

[END OF OPTIONAL]

Be sure to have someone with the 'Draw' command, then head down with the elevator, and go left after the scenes. After a revealing scene, you'll have to face NORG, the Garden Master.

```
.===== .-----
|Name: NORG POD | {BOSS-22} |
|=====O=====O=====O=====|
| Level Range: 1-27 | Fixed HP: 2000 | AP: 0 | EXP: 0 |
|=====O=====O=====O=====|
| Elemental Weakness(es): --- |
| Status Weakness(es): Vit0, The End |
|=====|
| DRAW LIST: Lvl 1-19: Cure |
|              Lvl 20-27: Cura |
|=====|
| STEAL LIST: --- |
|=====|
| DROPS LIST: --- |
|=====
```

```
.===== .-----
|Name: Left Orb | {BOSS-23} |
|=====O=====O=====O=====|
| Level Range: 1-27 | HP Range: 57-2865 | AP: 0 | EXP: 0 |
|=====O=====O=====O=====|
| Elemental Weakness(es): --- |
| Status Weakness(es): Vit0, The End |
|=====|
| DRAW LIST: Lvl 1-19: Thunder, Life |
|              Lvl 20-27: Thunder, Life, Bio |
|=====|
| STEAL LIST: | Card Mod Common: --- | Card Mod Rare: --- |
|=====O=====O=====O=====|
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance: |
| 1-19|1x Mag Up |2x Mag Up |3x Mag Up |4x Mag Up |
```

```
| 20-27 | 1x Mag Up | 2x Mag Up | 3x Mag Up | 4x Mag Up |
|=====|
| DROPS LIST: ---
|=====|
```

```
.=====
|Name: Right Orb | {BOSS-23} |
|=====O=====O=====O=====|
| Level Range: 1-27 | HP Range: 57-2865 | AP: 0 | EXP: 0 |
|=====O=====O=====O=====|
| Elemental Weakness(es): ---
| Status Weakness(es): Vit0, The End
|=====|
| DRAW LIST: Lvl 1-19: Dispel, Confuse, Slow
| Lvl 20-27: Dispel, Confuse, Slow
|=====|
| STEAL LIST: | Card Mod Common: --- | Card Mod Rare: ---
|=====O=====O=====O=====|
|Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance:
| 1-19 | 1x Spr Up | 2x Spr Up | 3x Spr Up | 4x Spr Up
| 20-27 | 1x Spr Up | 2x Spr Up | 3x Spr Up | 4x Spr Up
|=====|
| DROPS LIST: ---
|=====|
```

```
.===== DRAW the GF Leviathan!! .-----
|Name: NORG | {BOSS-24} |
|=====O=====O=====O=====|
| Level Range: 1-27 | HP Range: 4400-12200 | AP: 20 | EXP: 0 |
|=====O=====O=====O=====|
| Elemental Weakness(es): Wind [x2]
| Status Weakness(es): Slow [90%], Drain [100%], Gravity, Vit0, The End
|=====|
| DRAW LIST: Lvl 1-19: Shell, Protect, Esuna, Leviathan
| Lvl 20-26: Shell, Protect, Esuna, Leviathan
|=====|
| STEAL LIST: | Card Mod Common: --- | Card Mod Rare: ---
|=====O=====O=====O=====|
|Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance:
| 1-19 | 1x Circlet | 1x Circlet | 1x Circlet | 1x Circlet
| 20-27 | 1x Circlet | 1x Circlet | 1x Circlet | 1x Circlet
|=====|
| DROPS LIST: | Card Drop: ---
|=====O=====O=====O=====|
|Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance:
| 1-19 | 8x Wizard Stone | 8x Wizard Stone | 8x Wizard Stone | 8x Wizard Stone
| 20-27 | 8x Wizard Stone | 8x Wizard Stone | 8x Wizard Stone | 8x Wizard Stone
|=====O=====O=====O=====|
```

```
| Strategy: First of all, you should destroy the NORG Pod, which protects NORG.
| ----- It has only a measly 2000 HP, so that shouldn't be much of a
| problem. After that, immediately Draw the GF Leviathan from NORG. You will
| also really want to Mug both the Left and Right Orbs for stat boosting items.
| You can try to get as many as possible, although that would require a lot of
| resetting. Consider getting 2 from at least one Pod. Mug a Circlet from NORG.
|
| The Left Orb will cast offensive magic when it's red, and the Right Orb will
| cast status magic when it's red. You should summon Carbuncle to have Reflect
| on everyone, or you can hit the Orbs to have them changel their color to
| Yellow or Blue so they can't use magic. Alternatively, you can just unleash
| a series of powerful attacks on NORG to make him breathe his last breath.
```



Timber Maniacs issue. Now head back to the intersection from where you can see the Mayor's House, and go to the north. Go all the way down until you reach the house.

First, head right to find the former headmaster of Galbadia Garden. Challenge him for a game of cards (Mix if you want to, but only if you saved earlier). You can win the Ifrit Card back from him. After one game, it's likely that the Open Rule spreads (from Balamb), so that's good. Win the Ifrit Card from Martine, then enter the house.

Go upstairs and watch the scene. Challenge Mayor Dobe to a game of cards and win the Quezacotl Card from him. If you have given the Queen of Cards the Sacred Card earlier, you can also challenge the Mayor's wife, Flo, and win the Irvine Card from her. Otherwise, you can do this later. You can draw Ultima for the first time here, from a Draw Point on the right in this room. Be sure to draw with someone who has a very good magic stat/junction, so you can draw as much as possible in one go, because this Draw Point NEVER recharges.

Exit the house and go up until you hear "Galbadian Soldier!". Head back and talk to everyone, and NOW go back upstairs into town. Upstairs, follow Mayor Dobe all the way up north to the station. Save your game on the way. First battle an Elite Soldier and 2x G-Soldiers, after which it's big boss bashing time.

```
.=====.
```

|                                                                              |  |           |  |
|------------------------------------------------------------------------------|--|-----------|--|
| Name: BGH251F2                                                               |  | {BOSS-25} |  |
| Level Range: 1-28   HP Range: 5100-7800   AP: 20   EXP: 0                    |  |           |  |
| Elemental Weakness(es): Lightning [1.5x], Earth [1.5x], Water [x2]           |  |           |  |
| Status Weakness(es): Darkness [50%], Slow [90%], Vit0, The End               |  |           |  |
| DRAW LIST: Lvl 1-19: Shell, Protect, Stop                                    |  |           |  |
| Lvl 20-28: Shell, Protect, Stop                                              |  |           |  |
| STEAL LIST: Card Mod Common: ---   Card Mod Rare: ---                        |  |           |  |
| Lvl: ~69.5% chance: ~20% chance: ~5.8% chance: ~4.7% chance:                 |  |           |  |
| 1-19   1x Adamantine   1x Adamantine   1x Adamantine   1x Adamantine         |  |           |  |
| 20-28   1x Adamantine   1x Adamantine   1x Adamantine   1x Adamantine        |  |           |  |
| DROPS LIST: Card Drop: ---                                                   |  |           |  |
| Lvl: ~69.5% chance: ~20% chance: ~5.8% chance: ~4.7% chance:                 |  |           |  |
| 1-19   8x Running Fire   8x Missile   8x Missile   8x Missile                |  |           |  |
| 20-28   8x Running Fire   8x Missile   8x Missile   8x Missile               |  |           |  |
| Strategy: The Iron Clad is back, but it's weaker than ever. Cast Blind on it |  |           |  |
| ----- until it sticks, then possibly Protect (or Mad Rush) if you feel       |  |           |  |
| the need. Be sure to steal the Adamantite from the boss, it's a rare item.   |  |           |  |

```
'====='
```

After the battle, talk to Rinoa. If you sent her to the Missile Base, answer "I missed you too" for the most positive response. That's in IOI right there! (Oh yeah, sorry about the abbreviation) - It means Indicator Of Interest. ;)

Talk to Mayor Dobe. Pick (I want him to understand us), then (Try to continue).

[OPTIONAL]

~~~~~  
Leave the screen, and immediately return. Talk to the guy on the left twice, and

pick (Isn't he the cafeteria lady's son?). He'll now go to his mother in Balamb Garden's Cafeteria. You don't even have to have listened to her before, but if you did, then the pieces of this story will now fit together.

Also talk to the man sitting near the stairs. Say yes, and notice how his name changes from "Man" to "Psycho". It's also noteworthy that he can't count past 256, which is where the coding for Hexadecimal numbers (FF) stops in this game.

Exit the screen, and go back to the dock. Talk to the boy on the boat, and he'll finally catch a fish this time. Head back to the Master Fisherman, and agree to meet him at the Hotel. Go upstairs and watch the whole scene, and grant him the time to finish. (Pick "Why not..?") Follow him outside to the dock, and pick whatever options you like. At the end, talk to him to receive a Megalixir! You will also gain (a likely to be invisible) +20 Seed Experience, which ups your Seed Rank by 0.2.

Now go back to the station and enter the Grease Monkey's house on the upper right of the screen. Talk to the Galbadian Officer and step outside the house. Step back inside and talk to Grease Monkey to receive a Mega Phoenix. You don't need to have done the Master Fisherman's Quest for this, the only requirement is that you have Squall and Irvine in your party.

~~~~~  
[END OF OPTIONAL]

Go back to Balamb Garden, and visit the Quad. Choose "Cheer her up", then watch a bunch of scenes. When you finally gain control (of Irvine), you must choose a musical instrument for everyone.

[OPTIONAL]  
~~~~~  
When you pick an instrument for Zell and you can control Irvine, exit the screen and go to the Grease Monkey's house (you know, near the station). Here, the Galbadian Officer has returned. Step outside and return. Speak to the Grease Monkey to receive a Phoenix Down (and if you did the previous visit, the hilarious comment 'Oh, it's not the Mega type..'). Also inspect the beaten up officer to receive 15x Fast Ammo, 10x AP Ammo, and 5x Pulse Ammo! Keep 'talking' to him with Irvine many times and ... Err, I meant, just go outside and back to your band!
~~~~~  
[END OF OPTIONAL]

Your party members can play any instrument, but only two combinations will sound good. It doesn't matter who plays what instrument:

Combination 1: Irish Jig: Guitar, Violin, Flute, Tap  
Combination 2: Slow Dance: Sax, Electric Guitar, Piano, Bass Guitar

Walk up to the party member and say OK to make a choice for everyone.

When you wake up as Squall, approach Rinoa. You're going to have to watch the concert no matter what, but the negative answers trigger funny and more lengthy dialog than the other options. Talk to Irvine twice, then move to the Mayor's House. From here, head right, and check the magazine.

After all scenes, head to the 3rd floor. Looks like the Garden is repaired and can finally be controlled! Talk to Nida to depart.

```

Balamb Garden Controls:
=====
D-Pad          = Steering
Left Analog    = Steering
Right Analog   = Forward/Backward
X              = Get on/off
Square         = Forward
Triangle       = Backward
Circle         = To cockpit
R2             = Change view

```

- o Finish the CCGGroup Quest
- o Get Tonberry King GF
- o Get Odin GF (not recommended)
- o Learn GF abilities very FAST (Cactuars)
- o Do the Shumi Village Quests
- o Do the Chocobo Forests Quest
- o Do the Winhill Vase Quest

```
o Finish the CCGroup Quest
=====
```

- I suggest you Card Mod the Gilgamesh into 10 Holy Wars. These items grant full and instant invincibility to all party members for a period in battle.



Now it's time to get Tonberry. Head to the southern continent. The northern part of this continent holds a triangular shaped ruin, this is what you're looking for. Save, then enter the Centra Ruins.

The Centra Ruins are the home of two GF's: Odin and Tonberry. However, Odin will not always quite help you, since he tends to appear and kill enemies randomly, while you'll often need to mug something from these enemies. Another reason to \*NOT\* get Odin \*right now\* is that if you do, he will be replaced by Gilgamesh on Disc4. Gilgamesh is a bigger nuisance than Odin, because he doesn't come at the start of the battle - he comes \*randomly\* during the battle. This can really screw you over when you like to profit from "Angelo Searching" overnight. Then again, if you don't really care about rare items, get Odin now.

If you really, really want Odin for whatever odd reasons, check section {OPT-6}.

#### [PERFECT GAME NOTE 13]

Get Odin on Disc4, when you're done with all that you need. It's probably going to be the last thing you do: Getting Odin.

However, we can still get Tonberry now. In fact, I strongly advise you to get Tonberry right now, because he is the best GF in the game - ability wise.

A timer of 20 minutes will start when you enter the Centra Ruins. Go to the 2nd screen of the area and keep running around here. You'll start to encounter only Tonberries here. These are nasty creatures: They walk up to you and stab you, or they use Everyone's Grudge, which deals alot of damage: [20 \* #enemies killed]. To ridden yourself quickly of these pests, keep Irvine and Squall in yellow HP, and have a very good Str-junction on them. Unleash their limits (Demolition Ammo works well for Irvine) a few times and the Tonberry will be toast.

#### [PERFECT GAME NOTE 14]

Make sure your characters don't get killed, since Tonberries are risky enemies.

Do this 20 times (or so), keep count of how many you've killed, and save outside when you just killed your 19th. When you kill another Tonberry around this number, Tonberry King will immediately show up to fight you.

```
.=====.
```

|                                                                      |  |           |  |
|----------------------------------------------------------------------|--|-----------|--|
| Name: Tonberry King                                                  |  | {BOSS-26} |  |
| Level Range: 1-100   HP Range: 2500-250000   AP: 20   EXP: 0         |  |           |  |
| Elemental Weakness(es): ---                                          |  |           |  |
| Status Weakness(es): Vit0, The End                                   |  |           |  |
| DRAW LIST: Lvl 1-19: Death, Cure, Life                               |  |           |  |
| Lvl 20-29: Death, Cura, Life                                         |  |           |  |
| Lvl 30+: Death, Curaga, Full-life                                    |  |           |  |
| STEAL LIST: ---                                                      |  |           |  |
| DROPS LIST:   Card Drop: ---                                         |  |           |  |
| Lvl:   ~69.5% chance:   ~20% chance:   ~5.8% chance:   ~4.7% chance: |  |           |  |

```
=====.
```

|       |                |                |                |                |
|-------|----------------|----------------|----------------|----------------|
| 1-19  | 1x Royal Crown | 1x Royal Crown | 1x Royal Crown | 1x Royal Crown |
| 20-29 | 1x Royal Crown | 1x Royal Crown | 1x Royal Crown | 1x Royal Crown |
| 30+   | 1x Royal Crown | 1x Royal Crown | 1x Royal Crown | 1x Royal Crown |

====o=====o=====o=====o=====

Strategy: Immediately start by casting Meltdown on Tonberry King to reduce  
----- it's defenses to 0. Follow up by casting Protect on everyone. You  
should already have characters at low HP, so they can immediately follow up  
with their Limit Breaks. Especially the guys can inflict loads of damage this  
way: Shot, Renzokuken and Duel will deal several thousand to ten-thousands of  
damage. Tonberry King may have a lot of HP, but it *\*will\** fall quickly if you  
keep the damage output flowing with hard hitting Limit Breaks.

'====='

And now you have Tonberry, the most useful GF in the game! Congratulations! Exit the Centra Ruins and save your game. You *\*can\** get Odin right now, but I suggest you don't until up to Disc4 (and even then only after you've done whatever you wanted to do). There's nothing special about Odin: His card can be gotten on Disc4, the Luck-J Scroll can be gotten later (even in other ways), and Triple.. well, you can already have 100x Triple on 3 characters if you modded the Quistis and Irvine Cards.

Now that you have Tonberry, you can LV Up and LV Down many enemies in the game, which means that if you've been a low level, you can *\*still\** get rare items from high level enemies with these abilities! We'll get to this soon. You should also learn the 4 Shop Abilities that Tonberry has: Haggle, Familiar, Sell High and Call Shop. They are EXTREMELY useful, especially later on. These abilities do require quite a bit of AP, but there's an easy solution for that.. Read on.

o Learn GF abilities very FAST (Cactuars)  
=====

On the worldmap, press SELECT a few times to bring up the large worldmap. Check out the lower right Centra Continent, which is the most southern continent. It has a little island on the right, you see? And slightly left of that you can see a gap: That's your next destination, so head there with Balamb Garden. To make clearer, a picture: <http://www.shillatime.org/finalfantasy8/disc2-cactuars.jpg>

You'll find a beach here, which Balamb Garden can happily handle. Get off, and run through the crack of the mountains. From here, head northeast and you'll be in Kashkabald Desert. Run east to come near an island with a giant cactuar on it. Check your menu, it should say Cactuar Island. Great - You'll only encounter Cactuars here, little cactus enemies that give 20 AP a piece, and VERY LITTLE Experience! That's perfect for GF Ability learning, so select the most useful abilities from the menu to begin with.

Cactuars have an insane Evasion, however, and they tend to run from battles. Squall has a perfect Accuracy of 255%, so he'll always hit. Give Diablos with Hit-J to an other character, and junction Triple to Hit, to gain 255% also. That makes 2 characters that will always hit. Since you don't have access to Selphie at the moment, her 'Strange Vision' weapon with 255% hit rate is not available. You should do fine with just 2 members, however. Happy Cactus Hunting!

Note: You're likely to run into your first UFO encounter here, even with the Enc-None ability on. This is part of the UFO Quest that can be completed later.

With most or all GF abilities learnt for now, we can toy around with Tonberries Shop abilities. Call Shop from the menu .. very neat. This makes the Infinite Money trick alot faster - and the other abilities make it more worthwhile. You can make some money now, but keep in mind that there will be *\*one\** other method

that will be faster, later in the game.

#### o Do the Shumi Village Quests

=====

From Centra, head to the northern most continent - simply head 'down' from the southern part of the worldmap. Look around for an iglo shaped structure. This is the Shumi Village. Enter.

You'll come across a few Shumi Tribes on the left. They are watching an Ultima Draw Point, and you have to pay 5000 Gil if you want to use it. Since money is no longer an issue, do so, and draw with your highest Magic user. It is in fact possible to get 100 Ultima now, and all you need to do is walk around to refill the draw point. However, when a draw point is \*just\* refilled, it will be at weak strength (and you'll draw around 5 of the spell on field draw points). The longer you walk around when it's re-charged, the better it charges. I got 100 Ultima's here on Squall by running around and refilling the draw point, then immediately drawing, and it took a little less than an hour (I did get 15 Ultima from the Fisherman's Horizon Draw Point). You can also get, say, 85, then do the upcoming quests, and draw when you're done - It'll be recharged for sure.

Enter the elevator to go downstairs. Ignore the first few houses, you can't do anything there now. The first shumi at the table has some info though. Head left until you reach two houses (and a pool with a frog). The house on the right is the home of an Artisan, much like Grease Monkey (remember this). Talk to him a few times, and also grab the Timber Maniacs magazine lying around. The house on the left has a Sculptor Shumi in the back. Talk to him, then head back outside.

Go back right, and enter the house where the Moomba sits in front of. After the scene, attempt to leave, and you'll be given a quest. Head back to Sculptor. You must find him several stones. Their locations are like this:

Blue Stone: It's on the left of the Laguna Statue.. \*Eyeroll\*

Wind Stone: Stone next to the hotel (near elevator)

Life Stone: Check the roots right of the Mayor's House

Shadow Stone: Head back up to the screen with Ultima; Check shadows on the right

Fake Water Stone: In the well with the frog

Real Water Stone: Artisan's House, check the left part of the kitchen

Whenever you've found a stone, report back. At the end, talk twice, then report to the Elder. After the scene, you'll get a Phoenix Pinion. Pick the "Explain" option.

The Phoenix Pinion item summons Phoenix in battle. However, once you've summoned Phoenix at least once, there will be a 12.5% chance that Phoenix appears when all your party members die in a future fight, saving you from a Game Over!

You're not done with this quest yet. Head back to the workshop and talk to the Attendant. Return to the Elder and talk to him. Go outside and talk to the Moomba, after which you should return to the workshop again and talk to the Attendant. Now head back to the Elder again. Go to the workshop and talk to the Attendant again. Head over to the Artisan's house now, and talk to him. Again, head over to the Elder and talk. And yes, this paragraph "talks" too much.

Now, head all the way back to Fisherman's Horizon, go speak with the Grease Monkey (house near the station), and he'll send you back with the Moomba Doll. Go to Artisan's House in Shumi Village and the Moomba Doll will do it's work. Head outside, and depending on if you did the Master Fisherman's Quest in FH, the Master Fisherman makes a cameo in this quest. Return to the Elder to receive

### Solution Map:



And that concludes the Chocobo Forests. Return to Balamb Garden and get ready for the next quest.

o Do the Winhill Vase Quest  
=====

Head to Winhill, which is located on the southwestern part of the Galbadian Continent. Things should look familiar when you enter, since you've dreamt of this place before and explored it as Laguna.

Enter from the north and you'll be at the townsquare. If you enter from the south, you'll have to make your way to the townsquare first. Enter the big mansion on the north and talk to the owner on the stairs. He'll mention his vase broke into pieces, so let's look for them.

1. Check the armor suit in the Mansion (MUST have Irvine or Quisis in party)
2. Raine's House on the left of the townsquare. Talk to the woman upstairs until she mentions the smell of the flowers downstairs. Check the lower right table with the flowers, then inspect the ghost. Examine the cat for the piece.
3. In the flower house with the old lady, inspect the lower right flowers on the foreground to find another piece.
4. The last piece is found by kicking a crossing Chicobo at the Chocobo path.

Note: Kick two more Chicobo's to find a Phoenix Pinion and Gysahl Greens.  
Keep kicking them and a Chocobo will launch you in the air!

Bring the pieces back to the owner and he'll reward you with a Holy Stone.

~~~~~  
[END OF OPTIONAL]

And NOW it's time to go to Balamb.

```

                                Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-Oo
                                ||      {14} Balamb under lockdown      ||
Oo*=-*-=-*-=-*-=-*-=-*-Oo*=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-Oo=Oo=-*-=-*-=-*-=-*-=-*-Oo
|| Treasure:   | ---
||-----|
|| Rare Cards:| Pandemona.
||-----|
|| GF's:      | Pandemona (Draw).
Oo*=-*-=-*-=-*-=-*-=-*-Oo*=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-Oo
```

Head into town, and talk to the hotel owner and the woman near the entrance. Now talk to the guard, walk away from him, and re-approach him. You can now form a party, and Zell has to be in it. Head into Zell's House, and go into the room on the right.

[OPTIONAL]

~~~~~  
You can't leave Balamb until you're liberated the town.. however, there is a short sidequest that allows you to exit the town before liberating it. If you're interested, read on.

Talk to the Big Bad Rascal in Zell's House twice, and speak to his mom. Now go to the hotel and talk to the guards, who will tell you to look for the captain.

Now go to the harbor, and just wait a few minutes thereHead over to the house next to Zell's, and talk to Big Bad Rascal here. Now go north and talk to the guard, and keep the talking window open for a long time, so that Big Bad Rascal can sneak to the Hotel Owner. Go back into town. Now you can exit town with the help of Big Bad Rascal.

Another plus is that you can get the Pandemona Card slightly earlier now. The girl in Zell's neighbors house now has her daddy's cards (the hotel owner), so you can happily win the Pandemona Card from her now. You can mod it into 100 Windmills if you really want to, which is pretty much infinite Tornado magic for all your desires.

~~~~~  
[END OF OPTIONAL]

After the scene, head back outside, and go to the hotel, and talk to the guards, who will tell you to look for the captain. From this point onward, you can also speak to a hidden Tabloid Guy behind the cars at the docks. However, his hints are very pricy, and you're better off following these steps:

- 1. First of all, head back to Zell's House. Since you can't stay in the hotel, Zell will let you in his room now. Each 3rd party member has a different fun response. You can also save and rest in Zell's room.
- 2. Head to the docks and talk to the guard with the dog here.
- 3. Return to Zell's House. You should already see smoke coming from the door. Inside, it's smokey like hell. Talk to Ma Dinct and she'll tell you that the captain was here cooking (bad) fish.

From this point on, you have two options. Boarding the train, or using the dog from the docks. Using the dog gives you a higher SeeD Ranking though, so I suggest you do that.

Board the Train: Simply go to the train. Looks like the soldiers are knocked out ----- and one is lying on the ground. Keep talking to him and he'll keep moving away slightly from the stairs that lead to the train. When he has moved away enough, board the train and you'll find the captain. (+65 SeeD Exp) Return to the hotel for the boss fights.

Use the dog: Head back to the docks and talk to the dog. Follow the dog to the ----- train station to find the captain. (+100 SeeD Exp) Return to the hotel for the boss fights.

Before you proceed, MAKE SURE you have Mug and Draw on your characters.

=====.

Name: Raijin | (+ 2x G-Soldier)

{BOSS-27}

=====

Level Range: 1-100 | HP Range: 400-40000 | AP: 10 | EXP: 0

=====

Elemental Weakness(es): Poison [x1.5]

Status Weakness(es): Darkness [60%], Silence [20%], Sleep [60%], Slow [60%], Drain [40%], Gravity, Vit0, The End

=====

DRAW LIST: Lvl 1-19: Thunder, Thundara, Shell, Protect

Lvl 20-29: Thunder, Thundara, Shell, Protect

Lvl 30+: Thunder, Thundara, Shell, Protect

=====

STEAL LIST:

Card Mod Common: --- | Card Mod Rare: ---

=====

Lvl: ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance:

1-19|2x Str Up | 2x Str Up | 2x Str Up | 2x Str Up

20-29	2x Str Up	2x Str Up	2x Str Up	2x Str Up
30+	2x Str Up	2x Str Up	2x Str Up	2x Str Up

=====

DROPS LIST: Card Drop: ---

=====o=====o=====o=====

Lvl:	~69.5% chance:	~20% chance:	~5.8% chance:	~4.7% chance:
1-19	1x Str Up	1x Str Up	1x Str Up	1x Str Up
20-29	1x Str Up	1x Str Up	1x Str Up	1x Str Up
30+	1x Str Up	1x Str Up	1x Str Up	1x Str Up

=====o=====o=====o=====

Strategy: Start the battle by blinding Raijin. You can also put him to sleep
 ----- although it's not nessecary. Kill of the guards, and make sure you
 steal the 2x Str Up from Raijin (it's one extra compared to the drop).

'=====

After the battle, the next one starts immediately after the scene.

=====.

Name: Raijin (2nd time)	{BOSS-28}
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=====o=====o=====o=====

Level Range: 1-29	HP Range: 400-11600	AP: 10	EXP: 0
-------------------	---------------------	--------	--------

=====o=====o=====o=====

Elemental Weakness(es): Poison [x1.5]
 Status Weakness(es): Darkness [60%], Silence [20%], Sleep [60%], Slow [60%],
 Drain [40%], Gravity, Vit0, The End

=====

DRAW LIST: Lvl 1-19: Thunder, Thundara, Shell, Protect
 Lvl 20-29: Thunder, Thundara, Shell, Protect

=====

STEAL LIST:	Card Mod Common: ---	Card Mod Rare: ---
-------------	----------------------	--------------------

=====o=====o=====o=====

Lvl:	~69.5% chance:	~20% chance:	~5.8% chance:	~4.7% chance:
1-19	2x Str Up	2x Str Up	2x Str Up	2x Str Up
20-29	2x Str Up	2x Str Up	2x Str Up	2x Str Up

=====

DROPS LIST: Card Drop: ---

=====o=====o=====o=====

Lvl:	~69.5% chance:	~20% chance:	~5.8% chance:	~4.7% chance:
1-19	1x Str Up	1x Str Up	1x Str Up	1x Str Up
20-29	1x Str Up	1x Str Up	1x Str Up	1x Str Up

=====o=====o=====o=====

FIXED DROP: Combat King 002 (100%)

'=====

=====.

DRAW the GF Pandemona!!

Name: Fujin	{BOSS-29}
-------------	-----------

=====o=====o=====o=====

Level Range: 1-29	HP Range: 300-8700	AP: 10	EXP: 0
-------------------	--------------------	--------	--------

=====o=====o=====o=====

Elemental Weakness(es): Poison [x1.5]
 Status Weakness(es): Darkness [60%], Sleep [60%], Slow [60%], Drain [40%],
 Gravity, Vit0, The End

=====

DRAW LIST: Lvl 1-19: Aero, Cura, Life, Pandemona
 Lvl 20-29: Aero, Cura, Life, Pandemona

=====

STEAL LIST:	Card Mod Common: ---	Card Mod Rare: ---
-------------	----------------------	--------------------

=====o=====o=====o=====

Lvl:	~69.5% chance:	~20% chance:	~5.8% chance:	~4.7% chance:
------	----------------	--------------	---------------	---------------

Stop by the Queen and ask her about the card, but don't play a game with her. Head over to Dollet and win the Chicobo Card back from her son, who can be found in the artist's house, in case you forget. Now enter Balamb Garden and challenge the guy sitting on a bench in the hallway on the right of the main lobby. He has the Chubby Chocobo Card for you to win. You can Card Mod this into 100 LuvLuvG's which will take care of all your compatibility problems. Just use approx 20 LuvLuvG's on a character and they'll have 1000 compatibility with most GF's.

Some people rather use GF's as shields for preventing damage. In this case, LuvLuvG's are useless.

[END OF OPTIONAL]

```

Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-oO
||      {16} Clash of the Gardens      ||      CHECKLIST
Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-oO=-*-=-*-=-*-=-*-=-*-oO
|| Treasure: | Cottage. | |
|| ----- | |
|| Rare Cards: | Cerberus. | |
|| ----- | |
|| GF's: | Cerberus, Alexander (Draw). | |
Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-oO

```

As Zell, head left, then to the lower left to get a scene. Crap.. Back as Squall decide who will be in your party. Head to the elevator and go to the 2nd floor classroom. Beat the crap out of the four Paratroopers, and talk to the SeeD on the right afterwards. Head back to the bridge. After the scenes, head back yet again to the 2nd floor, and find the boy. When you've found him, a Paratrooper will make your life uneasy.

Head right, and head right again in the next screen. Go upstairs and talk to

Fujin and Raijin. Go left, then right, and talk to the student to get the 1st Card Key. Head back to the starting point with the Save Point. Go left, and unlock the door on the left here. You're now on the ice hockey field, and you can fight some unique enemies here (although useless). Head to the door on the right. Go through the door on the right to get the 2nd Card Key from a student.

Go south and unlock the door, and go south again. Now Go back to where Fujin and Raijin were, which is (from the screen with Save Point): Right, Right, upstairs. Go all the way up now and unlock the door. Go downstairs and jump off into the basketball court. You can unlock the door on the right to have free entrance to the starting room with the Save Point. Simply exit from the court to the right, and head down until you reach the main hall. Don't face Cerberus yet, but save your game first at the save point on the right. Cerberus *is* optional, but I suggest you beat him to gain a great GF.

```

.=====
|Name: Cerberus | {BOSS-30} |
|=====o=====o=====o=====
| Level Range: 1-30 | HP Range: 7100-10000 | AP: 30 | EXP: 0
|=====o=====o=====o=====
| Elemental Weakness(es): ---
| Status Weakness(es): Drain [80%], Gravity, Vit0, The End
|=====
| DRAW LIST: Lvl 1-19: Quake, Double
|              Lvl 20-29: Quake, Double, Triple
|              Lvl 30: Quake, Double, Triple
|=====
| STEAL LIST: | Card Mod Common: --- | Card Mod Rare: ---
|=====o=====o=====o=====
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
| 1-19|1x Spd-J Scroll |1x Spd-J Scroll |1x Spd-J Scroll |1x Spd-J Scroll
|20-29|1x Spd-J Scroll |1x Spd-J Scroll |1x Spd-J Scroll |1x Spd-J Scroll
| 30|1x Spd-J Scroll |1x Spd-J Scroll |1x Spd-J Scroll |1x Spd-J Scroll
|=====
| DROPS LIST: | Card Drop: Cerberus
|=====o=====o=====o=====
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
| 1-19|8x G-Returner |8x G-Returner |8x G-Returner |8x G-Returner
|20-29|8x G-Returner |8x G-Returner |8x G-Returner |8x G-Returner
| 30|8x G-Returner |8x G-Returner |8x G-Returner |8x G-Returner
|=====o=====o=====o=====
| Strategy: Cerberus absorbs Lightning and is immune to Wind, so don't use that
| ----- kind of magic. It has Triple for you to draw, which you definitely
| should if you don't have 100 for 3 characters yet. Double may also be useful
| for junctions, but is hardly as important as Triple. Make sure you steal the
| Spd-J Scroll from Cerberus, and you're free to beat him as you wish. A few
| Limit Breaks (with the Aura you should've gotten earlier) will dispose him
| in a fast (and not painless) way. You can Dispel his Triple status if you
| want, so he can't cast three spells in a row.
|=====
'
```

Cerberus is a great GF for magic junctioning, but his other abilities aren't anything tremendously useful. Cerberus' GF 'attack' on it's own can be useful at times: It casts Double and Triple on all party members.

You probably already have 3x Auto-Haste from the Kiro's Card, but in cast you don't, Cerberus will learn it after the Spd+% abilities.

Note: You can fight Tri-Faces in the center of this hall. This is *NOT* a fixed encounter, it's simply a 100% appearance rate. It can be useful knowing

this if you'd like to farm a few Curse Spikes here. Just keep in mind that there is a faster method later on in the game.

Head left, and go through the left door. The student here will give you the 3rd and last Card Key. You can unlock the door on the south now, which leads to the whole previous complex, but you've got nothing to do there now, so head back to the main hall. In the main hall, you can also unlock the door on the right, but there's nothing for you there either.

Simply go north from the main hall, and go upstairs. Go left and enter the elevator. Save your game at the Save Point, and make sure you have Mug and Draw on your characters. It's... boss time.

```
.=====
|Name: Seifer | (2nd time) | {BOSS-31} |
|=====O=====O=====O=====
| Level Range: 1-31 | HP Range: 1300-10300 | AP: 20 | EXP: 0 |
|=====O=====O=====O=====
| Elemental Weakness(es): Poison [x1.5] |
| Status Weakness(es): Darkness [80%], Silence [80%], Sleep [70%], |
| Drain [100%], Gravity, Vit0, The End |
|=====
| DRAW LIST: Lvl 1-19: Fire, Thunder, Dispel, Haste |
| Lvl 20-29: Fira, Thundara, Dispel, Haste |
| Lvl 30-31: Firaga, Thundaga, Dispel, Haste |
|=====
| STEAL LIST: | Card Mod Common: --- | Card Mod Rare: --- |
|=====O=====O=====O=====
| Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance: |
| 1-19 | 8x Mega-Phoenix | 8x Mega-Phoenix | 8x Mega-Phoenix | 8x Mega-Phoenix |
| 20-29 | 8x Mega-Phoenix | 8x Mega-Phoenix | 8x Mega-Phoenix | 8x Mega-Phoenix |
| 30-31 | 8x Mega-Phoenix | 8x Mega-Phoenix | 8x Mega-Phoenix | 8x Mega-Phoenix |
|=====
| DROPS LIST: | Card Drop: --- |
|=====O=====O=====O=====
| Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance: |
| 1-19 | 8x Mega-Potion | 8x Mega-Potion | 8x Mega-Potion | 8x Mega-Potion |
| 20-29 | 8x Mega-Potion | 8x Mega-Potion | 8x Mega-Potion | 8x Mega-Potion |
| 30-31 | 8x Mega-Potion | 8x Mega-Potion | 8x Mega-Potion | 8x Mega-Potion |
|=====O=====O=====O=====
| Strategy: This fight is a breeze if you cast Blind, Silence and Sleep on |
| ----- Seifer. Even without, the fight won't be difficult. A few solid |
| hits and Seifer will go down. There's not much else to say here, except that |
| his Demon Slice attack looks cool. It won't hit above 1500 damage, and that's |
| when you have low Vitality. Protect can help you out as well. I suggest you |
| mug him for 8x Mega-Phoenix.. which is better than the drop. |
|====='
```

Head back down with the elevator, and go right. Go around the hall and save. Now go right and approach the Auditorium. After the scenes.. it's boss time again!

```
.=====
|Name: Seifer | (3rd time) | {BOSS-32} |
|=====O=====O=====O=====
| Level Range: 1-32 | HP Range: 1200-7400 | AP: 20 | EXP: 0 |
|=====O=====O=====O=====
| Elemental Weakness(es): Poison [x1.5] |
| Status Weakness(es): Sleep [20%], Slow [90%], Drain [100%], |
| Gravity, Vit0, The End |
|=====
```

DRAW LIST: Lvl 1-19: Fire, Thunder, Dispel, Haste			
Lvl 20-29: Fira, Thundara, Dispel, Haste			
Lvl 30-32: Firaga, Thundaga, Dispel, Haste			
=====			
STEAL LIST:	Card Mod Common: ---	Card Mod Rare: ---	
=====o=====	=====o=====	=====o=====	
Lvl: ~69.5% chance:	~20% chance:	~5.8% chance:	~4.7% chance:
1-19 1x Hero	1x Hero	1x Holy War	1x Holy War
20-29 1x Hero	1x Hero	1x Holy War	1x Holy War
30-32 1x Hero	1x Hero	1x Holy War	1x Holy War
=====			
DROPS LIST:	Card Drop: ---		
=====o=====	=====o=====	=====o=====	
Lvl: ~69.5% chance:	~20% chance:	~5.8% chance:	~4.7% chance:
1-19 1x Hero	1x Hero	1x Holy War	1x Holy War
20-29 1x Hero	1x Hero	1x Holy War	1x Holy War
30-32 1x Hero	1x Hero	1x Holy War	1x Holy War
=====			

```

=====
Name: Edea | (2nd time) | {BOSS-33}
=====
Level Range: 1-32 | HP Range: 500-16000 | AP: 30 | EXP: 0
=====
Elemental Weakness(es): ---
Status Weakness(es): Darkness [80%], Sleep [80%], Slow [90%], Drain [100%],
Gravity, Vit0, The End
=====
DRAW LIST: Lvl 1-19: Blizzard, Demi, Esuna, Alexander
Lvl 20-29: Blizzara, Demi, Esuna, Alexander
Lvl 30-32: Blizzaga, Demi, Esuna, Alexander
=====
STEAL LIST: | Card Mod Common: --- | Card Mod Rare: ---
=====o=====
Lvl: ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance:
1-19|1x Royal Crown | 1x Royal Crown | 1x Royal Crown | 1x Royal Crown
20-29|1x Royal Crown | 1x Royal Crown | 1x Royal Crown | 1x Royal Crown
30-32|1x Royal Crown | 1x Royal Crown | 1x Royal Crown | 1x Royal Crown
=====
DROPS LIST: | Card Drop: ---
=====o=====
Lvl: ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance:
1-19|1x Force Armlet | 1x Force Armlet | 1x Force Armlet | 1x Force Armlet
20-29|1x Force Armlet | 1x Force Armlet | 1x Force Armlet | 1x Force Armlet
30-32|1x Force Armlet | 1x Force Armlet | 1x Force Armlet | 1x Force Armlet
=====
Strategy: Before you can reach Edea (and vice versa), you'll have to beat
----- Seifer first. There's no real need to Mug him, since the items for
drop and steal are the same. A few hits and he'll go down.
Before you do anything, draw Alexander from Edea, as you really don't want to
miss this GF. Snatch a Royal Crown from her after that, and let the battle
begin. Cast Sleep on Edea and pummel her with magic or GF's. Alternatively
you can cast Aura on yourself (but be quick, because her Maelstrom attack
inflicts Curse - the opposite of Aura - preventing Limit Breaks) and just
unleash a few powerful attacks to defeat Edea.
=====

```

It's the end of Disc 2 after the scene!

Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-oO					
		{17} Finding Ellone		CHECKLIST	
Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-oO					Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-oO
Treasure:	Weapons Monthly July Issue,	(Rename Card), Pet Nametag,			
	Combat King 003.				

Rare Cards:	(Shiva).				

Other:	Holy Draw Point (Leader's Cabin)				
Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-oO					Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-oO

Gil you won't get anything. By the way, the Girl Next Door is a unique item.

If you missed it on Disc 1, you can again attempt to win the Angelo Card from Watts. And if you did miss it, win it now and mod it, please, in 100 Elixirs.

Head inside the ship's main cabin and talk to the leader twice. You can also draw Holy from the draw point here.

[OPTIONAL]

~~~~~  
Now head back to Timber. Talk to the guy near the Timber Maniacs building, the one that you previously cheered up to become a journalist. He'll give you a Pet Nametag (a unique, though rather useless item). You can also go to the station, where you can save a girl from nearly getting run over by a train. The scene will shift to the hotel room. Check the small train in the upper left corner to see the newsflash!

Also head to Balamb. In the first screen, talk to a girl walking around. (If she doesn't appear, first head into Balamb Garden's Library and talk to a pigtailed girl, then try again) Now go to Zell's House and talk to his mom. Last, head to the Hotel and stay a night. After the scene you'll receive Combat King 003.

It is also wise to learn Alexander's Med Data, and Med LV Up now (go to our lil' Cactus 'friends'). This will help a great deal to get the GF Doomtrain soon. You may also want to grab **6 Steel Pipes (from Wendigo's, dream forest near former Galbadia Garden's location** - for example).

~~~~~  
[END OF OPTIONAL]

Head to Fisherman's Horizon and walk a bit with Squall. After more scenes, check on Rinoa. More scenes and dialog take place. Talk to Edea and she joins up as a temporary member. On the worldmap, approach Great Salt Lake.

[PERFECT GAME NOTE 16]

~~~~~  
Since you don't \*have\* to use Edea, it's better not to so she doesn't get any kills (or KO's). The same reasoning applies as with Seifer.

~~~~~  
Head north. In the next screen head east, over the skeleton to the next screen. There's a Meteor Draw Point on the right here, which may be useful to draw from. Head north over the spine, and go north at the next screen and jump off the cliff. Continue north, then go left. Give someone the Recover command, or the Item command. In this screen, attempt to go north and you will be attacked by an undead fool named Abadon.

```
.=====.
```

Name: Abadon	UNDEAD ENEMY	{BOSS-34}
Level Range: 1-34	HP Range: 510-17010	AP: 40 EXP: 0
Elemental Weakness(es): Fire [x2], Holy [x2]		
Status Weakness(es): Darkness [40%], Regen [50%], Vit0		
DRAW LIST: Lvl 1-19: Cure, Esuna, Dispel		
Lvl 20-29: Cura, Esuna, Dispel		
Lvl 30-34: Curaga, Esuna, Dispel, Flare		
STEAL LIST:		
Card Mod Common: ---	Card Mod Rare: ---	

```
=====
```


Go south and head right. Exit the palace with the elevator and go south. From here, go left, then go left again, and then go bottom-left. Talk to the Presidential Aide here, and take the elevator back to the Presidential Palace. Go back inside the Palace, and talk to the Presidential Secretary who's standing near the door where you left Rinoa with Odine. The Secretary will leave behind the Occult Fan IV. (Btw, notice the subtle painting of Winhill above the door. You'll understand the meaning of this later)

[PERFECT GAME NOTE 17]

~~~~~  
Be sure to collect the Occult Fan IV, seeing how it's a rare and unique item.  
~~~~~

Go back outside to the front of the palace. From here, and this may sound lame, follow these directions to quickly get you around: Head left, left, right, right and talk to the E-Soldier here standing on this road. This needs to be done to get the Combat King 004 later. From here head right, right, bottom-right, and right. You're now in the shopping mall, a great place to be (especially if you have Tonberry's shop abilities!!). First of all, you should know that you can get several free gifts from various shops. They're given randomly when you visit certain shops. These gifts are:

Cloud's Shop (Esthar Shop):	Hi-Potion, X-Potion
Johnny's Shop (Esthar Shop!!!):	Hi-Potion, Mega-Potion
Karen's Shop (Esthar Book Store):	Hi-Potion, Mega-Phoenix
Cheryl's Shop:	Rosetta Stone (May require many attempts)

Every gift can only be gotten once, and the Rosetta Stone really can be gotten now, but it may take over 50 attempts - it's completely random. It may be a 1 out of 32 or 64 chance to get it, but it's worth it. Cheryl's Shop itself will never be open. Make sure you visit all the other shops, so they will be logged and appear in your menu under Tonberry's Call Shop. Johnny's Shop will not always be open, but make sure you visit it once. In Call Shop it's always open.

Esthar Pet Shop is worth mentioning because it sells not only Pet Pals Vol.5 and Vol.6 (and Vol.5 will teach a very, very useful skill later - Angelo Search), but it also sells +40% GF ability items. Power Wrists and Hypno Crowns can be refined into 10 Aura Stones a piece, and those stones can be refined into Aura Magic with Supt Mag-RF from Leviathan.

[PERFECT GAME NOTE 18]

~~~~~  
Be sure to visit all the shops here and get all gifts. Getting the shops in Call Shop is an absolute nessecity in Disc 4.  
~~~~~

Infinite Money: The Fastest Method:

=====

Money shouldn't hold you back since you now have access to the best money making method in the game. Buy 100x Tent and 100x Cottage from 'Esthar Shop!!!' and put them in the first two spots of your inventory. Refine them into Mega-Potions with Carbuncle's Recov Med-RF to get 75x Mega-Potions. Make those the third item in your inventory (use Rearrange). Now go to 'Esthar Shop!!!' and sell the 75x Mega-Potion for 562500 Gil.. You've bought the ingredients for 210000 Gil..so you've made a profit of 352500 Gil! This is all assuming you learnt Tonberry's Haggle and Sell-High, and this is the fastest method there is.

In schematic form:

0. Rearrange Tent, Cottage and Mega-Potion to be the first 3 items.

1. Go the Call Shop -> Esthar Shop!!!
 2. Buy 100x Tent and 100x Cottage
 3. Go to Recov Med-RF
 4. Refine 100x Tent + 100x Cottage into 75x Mega-Potion
 5. Go to Call Shop -> Esthar Shop!!!
 6. Sell 75x Mega-Potion
 7. Buy 100x Tent and 100x Cottage
- Repeat.

You can choose to buy 100 of everything in the shops, but this will take quite a while. You can refine several items into useful things, though, but the Aura Stones from Power Wrists/Hypno Crowns are by far the most useful thing.

Exit south twice to get to the worldmap. You can select the big worldmap, and you'll notice a few locations have been added. Head to Tear's Point first. You can walk all the way to the end to find the Solomon Ring. To use this ring (to obtain the GF Doomtrain), you must have 6x Malboro Tentacles, 6x Remedy+, and 6x Steel Pipes.

You can get Malboro Tentacles from, well, Malboro's, you'll have to refine the Remedy+ from Remedies (use Alexander's Med LV Up), and you can get Steel Pipes from Wendigo's.. or modding Elastoid Cards.

When you get Doomtrain, learn it's Forbid Med RF first, the rest'll come later.

Head over to the Lunar Gate for now to continue with the story, and enter the building. Follow the lady, and watch the scene. Trust Zell, and choose a party member to come along. Enter the capsule and off to the moon we go! But first, exit the building with Zell and go to the worldmap.

Head back to Esthar City. From the first screen, go into the next. From here, simply go left twice, then bottom-left to reach Odine's Lab. Go inside and talk to Odine, who will debrief you about Lunatic Pandora.

- In short: It will fly over town and there are three contact points.
- I will describe how to easily get to the first contact point in time.

Go outside the lab and the timer will start ticking. Go bottom-right. From here, head left, and left again. In the next screen, head up, then head right, and right again. Talk to the Esthar Soldier standing on this road here to receive the Combat King 004. Head right once more and wait until the timer hits 15:00.

Remember the Laguna Dream on Disc 1? Here's the table again of what did what:

.-----.	
Laguna's Actions (in the dream):	Later Visits:
=====	=====
Pick up the Old Key near the Confuse	Unlocks the doorway which reveals an
Draw Point (and near barrels).	Ultima Draw Point.
-----	-----
Remove the lever of the middle panel	Reveals a Silence Draw Point
-----	-----
Fiddle with the lever of left panel +	Reveals a Phoenix Pinion
press the red switch afterwards	
-----	-----
Fiddle with the lever of right panel +	Reveals a Power Generator (!)
press the blue switch afterwards	
-----	-----
Find the Old Key at 1st intersection	Reveals a LuvLuvG item behind the door
-----	-----

Press the detonator (red + blue)	The boulders fall into holes which	
	allow you to reach some secrets. It	
	also clears the way to Combat King 005	
-----	-----	
Push a rock from a left tunnel wall	Reveals a Spd-J Scroll	
-----	-----	

Fight the G-Soldier and Elite Soldier, and you'll be inside. Draw Meteor from the draw point if you care to, then head upstairs. Use elevator #3, and take the stairs at the bottom right in the next screen. Climb down the ladder here, and check the tube on the right to find a LuvLuvG (only if you found the Old Key as Laguna first). Head left twice, and examine the former trap holes for a Power Generator, a Silence Draw Point and a Phoenix Pinion respectively. Go left again and grab the Combat King 005. Whether all these treasures are here depends on the previous actions you made as Laguna on Disc 1.

Backtrack to the ladder, climb up, and head up the stairs to the next screen. Use elevator #3 again, then use elevator #1. In this screen, walk up and check the hole on the left to find a Spd-J Scroll. Head up for two screens and you'll be kicked out. Back to Squall and Co..

```

Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-oO
||      {19} Lunar Base & Ragnarok      ||      CHECKLIST
Oo=-*-=-*-=-*-=-*-=-*-Oo=-*-=-*-=-*-=-*-=-*-=-oO=-*-=-*-=-*-=-*-=-*-oO
|| Treasure: | ---                        ||
||-----|                                ||
|| Rare Cards:| Alexander, Laguna.        ||
Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-oO

```

Talk to Piet, then go to Rinoa. Follow Piet and walk Rinoa into the room with the green door. Save your game now. Exit the room and go north through the halls to find Piet. Challenge him for a game of cards and try to win the Alexander Card from him. This is quite difficult because ALL rules are in effect on the Lunar Base. One rule is likely to be abolished after a game of cards. As long as it's not Open, it's fine.

Stand next to the party member you brought along, and exit the room. You may want to go save your game first, otherwise head upstairs and follow the path. In the next room you'll finally find Ellone. First things first: Challenge her to a game of cards and win the Laguna Card from here. 100x Hero is what it mods into! It will be a pain to win, so you *can* just skip it and win it on Disc 4, but getting it will certainly give you a satisfied feeling. Talk to her and walk outside until things get a little.. crazyy.

Go check on Rinoa, just to find her possessed. Head back to the Control Room, after which you have to check the monitor. Head south, then go upstairs and enter the room on the right, near the unconscious man. Put on a spacesuit by checking one of the lockers and exit on the right. Try to float into space, just to find out that you can't.. head back when the three astronauts also return, and watch the scene in the hallway. Head back to the Control Room and talk to Piet, and then Ellone, follow them to the right, and enter an escape pod.

Talk to Ellone and step inside a capsule to trigger more scenes. When you have to rescue Rinoa in space, fixate the screen so that Rinoa is in the middle. USE TRIANGLE to speed your movement up. After more scenes you'll be in the Ragnarok.

Save your game, then examine the panel on the left. Go through the door to find out... You.. Are .. Not ... Alone! Oh well, time to slay a few Aliens.

The Propagators, as they're called, come in pairs of colors. To exterminate them you must defeat one pair at a time, straight after each other. If you fight a different color, the previous one will be revived. Follow the steps below:

```

=====
|Name: Propagator | (x8 in total) | {BOSS-35} |
|=====O=====O=====O=====|
| Level Range: 1-42 | HP Range: 1100-5200 | AP: 5 | EXP: 0 |
|=====O=====O=====O=====|
| Elemental Weakness(es): --- |
| Status Weakness(es): Death [70%], Poison [80%], Petrify [70%], Darkness [80%] |
| Silence [80%], Berserk [60%], Zombie [70%], Sleep [80%], |
| Slow [90%], Stop [50%], Doom [80%], Slow Petrify [80%], |
| Drain [100%], Blow Away, Gravity, Vit0, The End. |
|=====|
| DRAW LIST: Lvl 1-19: Thunder, Cure, Esuna, Life |
| Lvl 20-29: Thundara, Cura, Esuna, Life |
| Lvl 30-42: Thundaga, Curaga, Esuna, Life |
|=====|
| STEAL LIST: | Card Mod Common: --- | Card Mod Rare: --- |
|=====O=====O=====O=====|
| Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance: |
| 1-19 | 6x Wizard Stone | 6x Wizard Stone | 6x Wizard Stone | 6x Wizard Stone |
| 20-29 | 6x Wizard Stone | 6x Wizard Stone | 6x Wizard Stone | 6x Wizard Stone |
| 30-42 | 6x Wizard Stone | 6x Wizard Stone | 6x Wizard Stone | 6x Wizard Stone |
|=====|
| DROPS LIST: | Card Drop: --- |
|=====O=====O=====O=====|
| Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance: |
| 1-19 | 1x S/D/F/A Stone | 1x P/H/M/D Stone | 1x A/U/U/U Stone | 1x D/U/U/U Stone |
| 20-29 | 1x S/D/F/A Stone | 1x P/H/M/D Stone | 1x A/U/U/U Stone | 1x D/U/U/U Stone |
| 30-42 | 1x S/D/F/A Stone | 1x P/H/M/D Stone | 1x A/U/U/U Stone | 1x D/U/U/U Stone |
|=====O=====O=====O=====|
| Note: When dropped, you'll get only ONE stone out of the following: A = Aura, |
| S = Shell, P = Protect, D = Death, F = Flare, M = Meteor, U = Ultima |
|=====|
| Strategy: The Propagators aren't strong, but there's 8 of them. There's a ton |
| ----- of status effects they're weak against, so you might want to put |
| something like sleep on your weapons. Just remember to waste them in pairs. |
|=====|

```

Alright. Head downstairs, and beat the crap out of the Purple Propagator here. Go north and through the large door, but beware of the Red Propagator in the next screen - Quickly run through the door on the left, and beat the 2nd Purple Propagator here. That takes care of the purple.

Head right, and beat the Red Propagator. Now go left again, and left once more. Ignore the Green Propagator here, and go south to beat the 2nd Red Propagator.

Go back to the Green Propagator that you ignored just now, and beat him. Now go south, down the stairs, and go through the smaller door on the upper right. Beat the 2nd Green Propagator here. Only one pair left!

Exit the screen and go upstairs. Go south here, and beat the Yellow Propagator. Go north twice and to the upper left to beat the last, very hostile Propagator.

Go up the elevator in the middle of the screen (where a Green Propagator used to stand on) and you'll be in the cockpit. Scenes will play.

After the scenes, head back inside, go left, and into the passenger's room, which is on the upper left. Afterwards, exit the room and go to the cockpit. You have now obtained the Ragnarok, aka a kickass airship.

```

                                Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-oO
                                ||      {20} The Awesome Ragnarok      ||
Oo=-*-=-*-=-*-=-*-=-*-Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-oO=-*-=-*-=-*-=-*-=-*-oO
|| Treasure:   | Three Stars, Luck-J Scroll.                               ||
||-----|
|| Rare Cards:| Squall, PuPu, Doomtrain, Phoenix.                         ||
||-----|
|| GF's:      | Cactuar, Bahamut, (Eden).                                ||
Oo=-*-=-*-=-*-=-*-=-*-Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-oO=-*-=-*-=-*-=-*-=-*-oO
```

First of all, let's get Rinoa back! Go to the big map with SELECT, and you can simply select your next destination and press X, and the Ragnarok will fly to it. Select 'Esthar Sorceress Memorial' and enter. Things are straightforward, so just rescue Rinoa.

Head to Edea's House afterwards, and follow Angelo to the left. A promise..is finally made like we saw in the intro movie..After all scenes, we're free to go back to the World Map.

Go to 'Esthar/Airstation' and Auto-pilot the Ragnarok over there. In Esthar, simply head to the Presidential Palace, which is right, up, up, right, up, from where you start (in case you forgot). In the Palace simply go left until you meet up with the president, who is no other than...!

It's time for some explanations, so ask about whatever you like, closing with the mission debriefing. At the end of the scenes, you can go inside the Ragnarok and challenge Laguna to a game of cards. You can win the Squall Card from him, which is a great playing card.

Now that you have all the freedom in the world, it's time to finish all the side quests that you can do. Let's get a few GF's first. Be warned, just don't come close to the Lunatic Pandora yet. Everything below is fully optional.

- o Jumbo Cactuar
- o Deep Sea Research Center
(Bahamut, Ultima Weapon/Eden, and Fixed Encounters)
- o UFO/PuPu Sidequest
- o Finish the Queen of Cards Quest
- o Sending the Queen to Shumi Village
- o The Obel Lake Quest
- o Fixed Elnoyle Encounter (Getting Energy Crystals)
- o Island Closest to Hell/Heaven
- o General Best Junctions
- o Angelo Searching

o Jumbo Cactuar
=====

Head over to Cactuar Island which is the small desert island east from the Centra Kaskabald Desert. A little green Cactuar keeps popping up.. although.. little may not be the correct description. Check your junctions first, (junction Water to Elemental Attack, and remove any Mug ability), and approach our

'little' green f(r)iend.

[PERFECT GAME NOTE 18]

Just a precaution: Do not let Jumbo Cactuar hit anyone with the 10000 Needles attack, since it'll instantly KO a party member. Either defeat it quickly, or use Invincibility (Invincible Moon, Hero/Holy War items).

```
.=====.
```

Name: Jumbo Cactuar		{BOSS-36}	
Level Range: 1-100	HP Range: 33000-330000	AP: 20	EXP: 0
Elemental Weakness(es): Water [x2.9].			
Status Weakness(es): Slow [50%], Vit0, The End.			
DRAW LIST: Lvl 1-19: Meltdown, Demi, Tornado			
Lvl 20-29: Meltdown, Demi, Tornado			
Lvl 30+: Meltdown, Demi, Tornado			
STEAL LIST:		Card Mod Common: ---	Card Mod Rare: ---
Lvl: ~69.5% chance:	~20% chance:	~5.8% chance:	~4.7% chance:
1-19 3x Cactus Thorn	3x Cactus Thorn	3x Cactus Thorn	3x Cactus Thorn
20-29 3x Cactus Thorn	3x Cactus Thorn	3x Cactus Thorn	3x Cactus Thorn
30+ 3x Cactus Thorn	3x Cactus Thorn	3x Cactus Thorn	3x Cactus Thorn
DROPS LIST:		Card Drop: ---	
Lvl: ~69.5% chance:	~20% chance:	~5.8% chance:	~4.7% chance:
1-19 1x Gaea's Ring	1x Gaea's Ring	1x Gaea's Ring	1x Gaea's Ring
20-29 1x Gaea's Ring	1x Gaea's Ring	1x Gaea's Ring	1x Gaea's Ring
30+ 1x Gaea's Ring	1x Gaea's Ring	1x Gaea's Ring	1x Gaea's Ring

Strategy: With Water Junctioned to Elemental Attack, you'll deal almost 3x the normal damage - which is good, because Jumbo Cactuar's HP is really high. First it should be noted to *not* steal from it, because the Gaea's Ring is obviously better than the Cactuar Thorns.. Start the battle by quickly casting Slow on it, followed by a casting of Meltdown, which the boss itself also has for you to draw. Get into Limit Break mode by using a few Aura on your characters, and use Renzokuken, Shot, Duel.. anything that deals quick and massive damage.

It's most dangerous attack is it's 10000 needles attack, which inflicts exactly 10000 damage on one party member, 100% chance, no questions asked. You'll want to beat it before it uses that. It's other two attacks, his regular stamp attack or Ker Plunk, are both regular physical attacks.

Be warned when Jumbo Cactuar falls below 5% of it's HP. A message will pop up "Jumbo Cactuar is hesitating", which means it's about to escape. If it falls below 2% of it's HP, it will flee from battle, and recover ALL of it's HP. When the message pops up, deal massive damage with a Renzokuken or something similar, and the battle should be won.

```
'====='
```

Now the GF Cactuar is yours! It has the 5 Bonus Abilities learnt, which is great for leveling up characters. Learn Luck-J, Eva-J, Luck+50%, Initiative, Kamikaze, Defend, and the rest in that order. Before you go AP farming, it's time to get yet another GF.

o Deep Sea Research Center
(Bahamut, Ultima Weapon/Eden, and Fixed Encounters)
=====

Head to the lower left corner of the worldmap and search around for a small island/structure. This is the Deep Sea Research Center.

Enter the Deep Sea Research Center. Be sure to have proper junctions! Inside, your goal is to approach the flashing core in the middle. However, you can ONLY walk a few steps if the core isn't flashing. If the light's on and you walk, you will instantly get into an encounter.. After walking for a few minutes, check the core. Pick the following answers: "It's not our will to fight", then "Never" and lastly, pick the hidden option below the other two: "It's our nature". Note that after the first two answers, you'll face two Ruby Dragons, one of the strongest enemies in the game, and the second one means a 100% back attack. Have high Vitality junctions. After the third answer, fight the GF Bahamut.

```
.===== .----- .-----
|Name: Bahamut | | FLYING ENEMY | {BOSS-37} |
|=====o=====o=====o=====o=====|
| Level Range: 1-100 | HP Range: 10800-90000 | AP: 40 | EXP: 0 |
|=====o=====o=====o=====o=====|
| Elemental Weakness(es): --- |
| Status Weakness(es): Darkness [50%], Slow [90%], Vit0, The End. |
|=====|
| DRAW LIST: Lvl 1-19: Flare, Curaga, Full-life, Dispel |
|              Lvl 20-29: Flare, Curaga, Full-life, Dispel |
|              Lvl 30+: Flare, Curaga, Full-life, Dispel |
|=====|
| STEAL LIST: | Card Mod Common: --- | Card Mod Rare: --- |
|=====o=====o=====o=====o=====|
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance: |
| 1-19|1x Hyper Wrist |1x Hyper Wrist |1x Hyper Wrist |1x Hyper Wrist |
| 20-29|1x Hyper Wrist |1x Hyper Wrist |1x Hyper Wrist |1x Hyper Wrist |
| 30+|1x Hyper Wrist |1x Hyper Wrist |1x Hyper Wrist |1x Hyper Wrist |
|=====|
| DROPS LIST: | Card Drop: Bahamut |
|=====o=====o=====o=====o=====|
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance: |
| 1-19|1x Hyper Wrist |1x Hyper Wrist |1x Hyper Wrist |1x Hyper Wrist |
| 20-29|1x Hyper Wrist |1x Hyper Wrist |1x Hyper Wrist |1x Hyper Wrist |
| 30+|1x Hyper Wrist |1x Hyper Wrist |1x Hyper Wrist |1x Hyper Wrist |
|=====o=====o=====o=====o=====|
| Strategy: Bahamut is fairly strong, but with a good strategy (and you're |
| ----- reading one - hey!) he's much easier than you'd expect. Start the |
| battle by casting Blind on Bahamut, followed by Slow. It's also recommended |
| to cast Shell on all three party members and keep it up. Cerberus may be a |
| useful outcome to maintain Shell on all party members. On the other hand, if |
| you have Auto-Shell there's nothing to fear. |
| |
| Bahamut's physical swipe will often miss, and his magic Thundaga and Tornado |
| aren't going to take you out, especially not with Shell. If you have Haste or |
| even better, Auto-Haste, then you're immune to Stop. |
| |
| Leaves Mega Flare. It's best to defeat Bahamut before it uses this, but if it |
| comes down to it, expect a few thousand damage. Shell will cut the damage in |
| half, so that's good. Defeat Bahamut with Meltdown, and Aura + Limit Breaks. |
| |
| If you have room to breathe, I suggest drawing some magic from Bahamut. Maybe
```

| you already have the magic, but if you don't then it's an easy supply. |
'====='

After it's defeat, Bahamut will join you. Another Mug ability and Auto-Protect are very useful in particular. Rare Item may seem awesome, but don't be fooled. It only increase the chances for the 2nd item (normally 20% chance), and it REDUCES the chance of getting rare items. I know - it kind of sucks. There are only a few possibilities where it's in fact useful, and those are mostly under special and rare circumstances.

It's Bahamut Card can be modded into 100 Megalixirs, which will take care of all your healing needs for most likely the rest of the game.

Exit to the Ragnarok and go to the passenger room. From now on, you can enter the deeper levels of the Deep Sea Research Center. Before we continue, I will give you a WARNING with some explanations.

USEFUL FIXED ENCOUNTERS!

=====

- This place is where you can find Ultima Weapon, from which you can draw the GF Eden, get the Eden Card, and get 100 Ultima Stones. You can also draw Ultima from it. HOWEVER...
- It's possible to get FIXED encounters with RARE and USEFUL enemies here. If you defeat Ultima Weapon, these encounters will be GONE FOREVER. Because these encounters include Tri-Faces, and these enemies drop Curse Spikes, this is the perfect place for farming those items.
- 100x Curse Spikes refine into 1x Dark Matter (Tool-RF, Siren at Lvl 100). Dark Matter refines into Shaman Stone (and Rosetta Stone), or 100 Ultima, or Luck J-Scroll (and thus Luck Up). It is basically the best item in the game, and this is the fastest and most reliable source.
- In short: Draw Eden from a boss on Disc 4, get the Eden Card from the CCGroup on Disc 4, and let Ultima Weapon live. You can get Ultima magic by other means quite easily (like the mentioned Dark Matter, or Energy Crystals).

[PERFECT GAME NOTE 19]

~~~~~  
For perfect game attempts, it's out of the question to kill Ultima Weapon. You really, really NEED the fixed encounters here, or you might as well start the entire game again. That would take less time than trying to max Luck without it, just to name one thing. The fixed encounters are very, VERY important. I can not stress this enough. Ultima Weapon holds nothing unique, nothing. Besides, this way you can 'play' with it whenever you want it (and re-load, of course).  
~~~~~

To get to the fixed encounters, put Zell in your party and climb down the hole. Follow these steps to get to the deep excavation site.

- Talk to your party members and Squall will examine a terminal. Choose "Yes", and 4 Steam Units will be used.

Note: This first panel can also reset the whole area. You will then start with 16 Steam Units (and have access to floor 2 like normal).

- Head down to level 2. Here, use 1 Steam Unit at the terminal. Head to Lvl 3.
- Here, again use only 1 Steam Unit and go to the next level.

- On level 4, use one Steam Unit and go to level 5.
- On level 5, use one Steam Unit, and go to level 6.
- With Zell in your party, and if you have 13 Steam Units or less, he'll punch the door open for you, which saves you 4 Steam Units. You need 10 units to fight Ultima Weapon (but you really shouldn't).

In the next screen, try to go to the Save Point.. Hey! Fixed encounter with Tri-Faces here. Make sure to have Enc-None on, so you don't get any random encounters, and only the fixed ones. There are three fixed encounters in this screen. If you go down more, you'll get other fixed encounters:

1st screen: Tri-Face
 2nd screen: Grendel & Imp
 3rd screen: Behemoth
 4th screen: Ruby Dragon
 5th screen: 2x Iron Giant

Exit the place whenever you're done.

o UFO/PuPu Sidequest =====

There may have been places where you've seen a UFO come flying by, even when you had Enc-None on. Try to see the UFO at the following four places (just once):

- Mandy Beach (East of Timber)
- Kashkabald Desert (East Centra Continent)
- Winhill Bluffs (Around Winhill)
- Trabia Heath Peninsula (Small Island East of Trabia Continent)

Now go to the top of the canyon at Grandidi Forest. This is where the final Chocobo Forest is located. Walk around on top of the canyon and you'll encounter the UFO. Beat it up and you'll receive an Aegis Amulet.

Now, be SURE to have at least 5 Elixirs in your inventory (buy them from 'Esthar Shop!!!') and give someone the item command. Head back to the crater where Balamb Garden used to be located at and you'll find PuPu, in need for some Elixirs because some cruel person destroyed it's UFO... Give him the 5 Elixirs and you'll be rewarded with the PuPu Card.

Note: You can Devour PuPu for Speed +1, and winning the battle gives you an Accelerator. However, these things are not unique, and you DO NOT get the PuPu Card this way. There is only ONE PuPy Card in the game, so I HIGHLY recommend you to get it.

[PERFECT GAME NOTE 20]

~~~~~  
 Give PuPu the 5 Elixirs and get the PuPu Card - No questions asked. Do not ever mod or lose the PuPu card. Never ever. There is only 1.  
 ~~~~~

o Finish the Queen of Cards Quest =====

Now that you have the Alexander Card, head over to either Balamb or Dollet, wherever you sent the Queen to last, and lose the Alexander Card to her. Again,

as usual make SURE she goes to Dollet or Balamb. After losing the Alexander Card to her, win it back from her son in Dollet. You can now finally mod it into 3x Moon Curtain, which teaches Auto-Shell (GREAT ability to have).

The new card can be found in the deck of the TIMBER Pub owner. He's in the right corner of the pub. He will not play the Doomtrain Card frequently, so you know.

When you've won the Doomtrain Card, you actually have to lose it again to the Queen of Cards. Kind of wierd, since I wouldn't think the artist who made it needs to see it AGAIN, just to get inspiration.. But.. that's just me.

Lose the Doomtrain Card to the Queen and send her to Dollet or Balamb again, although in this case Galbadia (Deling City) is also allowed. Win back Doomtrain from her son, and fly over to Esthar. Head to the Presidential Palace and go through the first door to find the Presidential Aide. Win the Phoenix Card from him. And that's it for this quest!

o Sending the Queen to Shumi Village

=====

Before you move to Disc 4, send the Queen of Cards to Shumi Village and leave her here. To accomplish this, send the Queen to Galbadia (Deling City), then to FH, then to Esthar, and finally to Trabia (Shumi Village). You'll have to search around for her, so refer to the tables in section {OPT-9}.

The big reasoning behind this is that on Disc 4, the Left Diamond girl of the CC-Group is the ultimate source of rare cards. She uses Trabia rules, so if you left the Queen at Trabia on Disc 3, you can now use her to change the Left Diamond girl's trading rule at any time you want. You can do this by going to the Crash Site and playing a game with the Queen, and check what the trade rule becomes at the Left Diamond girl.

For the other CC-members it doesn't really matter, because they don't have as good odds of playing rare cards as the Left Diamond girl does.

[PERFECT GAME NOTE 21]

~~~~~  
It is essential that you do this, because it will save you alot of time. This way you can win many cards at once on Disc 4, making your life easier.  
~~~~~

o The Obel Lake Quest

=====

I don't really like this quest, because the rewards aren't all that great when you're already on Disc 3, so let's quickly get it out of the way. Go to the lake near Timber, and examine the edge. Try humming several times and a creature will talk to you. Talk to it several times, and it will want you to find it's friend Mr. Monkey. Go to the Forest near Dollet and find Mr. Monkey. Throw a rock at it and sing, then return to Obel Lake. Talk several times and it'll give clues. Get all the clues, then skip rocks until you get the message: "The rock skipped many many times."

Head back to Mr. Monkey and throw rocks at him until you get a stone with a clue on it. Head to Mandy Beach now, and this time I don't mean the actual beach, but the long-stretched island northeast of timber, near the horizon. Search it for another rock with a clue.

After this, head to the Balamb beach and keep searching for a rock with a clue. When you've found it, head to the canyon on Galbadia. Look for a river, and land the Ragnarok on top of the canyon. Inspect the crack where the river connects to the canyon and beat 2x Thrustaavis to get the fourth rock. Now that you have the rocks, head back to Obel Lake and show the rocks.

Head over to Mordred Plains now, which is what the rocks say when you read from up to down, and right to left. Mordred Plains are the large plains north of Esthar. Here, in short, are several colored stones. The red rocks always lie, so do the opposite of what they say and you'll eventually find the treasure when you see the message: "The treasure's not here". Search that spot again to find a Three Stars.

Now head to Eldbeak Peninsula, which refers to the tip of an island southwest of the Trabia Continent. Here, search around for another clue. The clue is: Treasure At Minde Isle. This is an island southwest of Esthar, which you should search thoroughly to find a Luck-J Scroll.

o Fixed Elnoyle Encounter (Getting Energy Crystals) =====

Land the Ragnarok at Esthar. At the intersection near the Presidential Palace (which is left, up, up from where you start), head down to come at a screen with a fishy black 'man', which turns out to be a powerful Elnoyle. Whenever you beat it, exit the screen and return to respawn it. You can win Energy Crystals from Elnoyles, great items that refine in Pulse Ammo or Ultima Magic and are used in several weapons.

Before you start slaughtering them a word of warning, Elnoyles can be really powerful. A great tactic is to give 100x Death to the Status Attk of your three characters, so with every blow there is a 1/5th chance to instantly destroy it.

I suggest getting 100x Ultima on three characters, and then save a fair stock of Energy Crystals, because this fixed encounter will NOT be available on Disc 4. It's actually only available in a very short time span, which is right now.

o Island Closest to Hell/Heaven =====

ICTHell is the island most western of the worldmap, it looks stretched.
ICTHeaven is the island most northeastern of the worldmap.

On these islands all enemies are at a fixed Level 100, and they're generally quite powerful (many Dragons, Malboro's, etc). It's a great place to level up if you have the bonus abilities equipped.

o General Best Junctions =====

This varies slightly for the main 5 stats depending on if you're playing offensive or defensive. Generally offensive is the better defense, but here are two good setups. All stats are generally best boosted like this:

Defensive:	Offensive:
-----	-----
HP: Ultima	Full-life
Str: Meteor	Ultima
Vit: Meltdown	Meltdown


```

Level Range: 1-43      | HP Range: 5400-22200      | AP: 12      | EXP: 0
=====o=====o=====o=====
Elemental Weakness(es): Poison [x1.5].
Status Weakness(es): Darkness [40%], Sleep [50%], Slow [40%], Drain [70%],
Gravity, Vit0, The End.
=====
DRAW LIST: Lvl  1-19: Thunder, Protect, Shell
           Lvl 20-29: Thunder, Thundara, Protect, Shell
           Lvl  30+: Thundara, Thundaga, Protect, Shell
=====
STEAL LIST:           | Card Mod Common: ---      | Card Mod Rare: ---
=====o=====o=====o=====
Lvl: | ~69.5% chance:  | ~20% chance:  | ~5.8% chance:  | ~4.7% chance:
1-19| 1x Power Wrist  | 1x Power Wrist | 1x Power Wrist | 1x Power Wrist
20-29| 1x Power Wrist  | 1x Power Wrist | 1x Power Wrist | 1x Power Wrist
30+| 1x Power Wrist  | 1x Power Wrist | 1x Power Wrist | 1x Power Wrist
=====
DROPS LIST:           | Card Drop: ---
=====o=====o=====o=====
Lvl: | ~69.5% chance:  | ~20% chance:  | ~5.8% chance:  | ~4.7% chance:
1-19| 3x Str Up       | 4x Str Up     | 5x Str Up     | 6x Str Up
20-29| 3x Str Up       | 4x Str Up     | 5x Str Up     | 6x Str Up
30+| 3x Str Up       | 4x Str Up     | 5x Str Up     | 6x Str Up
=====

```

```

=====
Name: Fujin | (2nd time) | {BOSS-39}
=====o=====o=====o=====
Level Range: 1-43      | HP Range: 5300-17900      | AP: 8      | EXP: 0
=====o=====o=====o=====
Elemental Weakness(es): Poison [x1.5].
Status Weakness(es): Darkness [40%], Sleep [50%], Slow [40%], Drain [70%],
Gravity, Vit0, The End.
=====
DRAW LIST: Lvl  1-19: Aero, Cure, Life
           Lvl 20-29: Aero, Cura, Life
           Lvl  30+: Aero, Curaga, Full-life, Tornado
=====
STEAL LIST:           | Card Mod Common: ---      | Card Mod Rare: ---
=====o=====o=====o=====
Lvl: | ~69.5% chance:  | ~20% chance:  | ~5.8% chance:  | ~4.7% chance:
1-19| 2x Megalixir    | 2x Megalixir  | 2x Megalixir  | 2x Megalixir
20-29| 2x Megalixir    | 2x Megalixir  | 2x Megalixir  | 2x Megalixir
30+| 2x Megalixir    | 2x Megalixir  | 2x Megalixir  | 2x Megalixir
=====
DROPS LIST:           | Card Drop: ---
=====o=====o=====o=====
Lvl: | ~69.5% chance:  | ~20% chance:  | ~5.8% chance:  | ~4.7% chance:
1-19| 1x Megalixir    | 1x Megalixir  | 1x Megalixir  | 1x Megalixir
20-29| 1x Megalixir    | 1x Megalixir  | 1x Megalixir  | 1x Megalixir
30+| 1x Megalixir    | 1x Megalixir  | 1x Megalixir  | 1x Megalixir
=====o=====o=====o=====

```

```

Strategy: Fujin can cast a whole crapload of magic. If you have decent status
----- junctions you shouldn't be bothered too much by them. Raijin can
cast Aura on himself which doubles his Strength, and from then on he will use
his Raijin Special, a decent attack.
Start by putting Protect on everyone, followed by Meltdown on Fujin and
Raijin. You can inflict more status effects, but you can also just finish
them off with a few Limit Breaks. Don't steal from Raijin, since his drop is
better. You can steal from Fujin, but you could've already had 100 Megalixir.

```

After the fight, go to the next screen. From here, go left. Approach Biggs and Wedge, who apparantly have had enough of all the fighting. Go into the tube on the left.

All enemies you'll encounter in the Lunatic Pandora are Level 1. If you want to, you can level them up with Tonberry's LV Up ability. Go through the tube and ride the Elevator 2 down, unless you haven't gotten all items here yet, then go through the left tube, and walk into a tunnel. At the end, you'll be able to get any missing items. Either way, from the main hall ride Elevator 1 and go through the halls. At the intersection, save your game and go north for the next boss.

[PERFECT GAME NOTE 23]

Just a warning, don't let any characters die in the upcoming battle. Especially Corona is a dangerous attack, so be sure to heal everyone when it is used.

```
.=====.
```

Name: Mobile Type 8 (+ Left Probe & Right Probe) FLYING ENEMY {BOSS-40}			
Level Range: 1-41 HP Range: 30300-42300 AP: 40 EXP: 0			
Elemental Weakness(es): Thunder [x2].			
Status Weakness(es): Gravity, Vit0, The End.			

```
=====
```

DRAW LIST: Lvl 1-19: Fire, Blizzard, Thunder, Flare			
Lvl 20-29: Fira, Blizzara, Thundara, Flare			
Lvl 30+: Firaga, Blizzaga, Thundaga, Flare			

```
=====
```

STEAL LIST:		Card Mod Common: --- Card Mod Rare: ---	
-------------	--	---	--

```
=====
```

Lvl: ~69.5% chance:	~20% chance:	~5.8% chance:	~4.7% chance:
1-19 2x Laser Cannon	2x Laser Cannon	3x Laser Cannon	4x Laser Cannon
20-29 1x Laser Cannon	2x Laser Cannon	3x Laser Cannon	4x Laser Cannon
30+ 1x Laser Cannon	2x Laser Cannon	3x Laser Cannon	4x Laser Cannon

```
=====
```

DROPS LIST:		Card Drop: ---	
-------------	--	----------------	--

```
=====
```

Lvl: ~69.5% chance:	~20% chance:	~5.8% chance:	~4.7% chance:
1-19 1x Laser Cannon	2x Laser Cannon	3x Laser Cannon	4x Laser Cannon
20-29 1x Laser Cannon	2x Laser Cannon	3x Laser Cannon	4x Laser Cannon
30+ 1x Laser Cannon	2x Laser Cannon	3x Laser Cannon	4x Laser Cannon

```
=====
```

Strategy: Ahh, a boss that requires at least some kind of strategy. This one
----- isn't a pushover. It has two forms, the first form has the
shoulders attached to the torso. During the first form, it will counter with
Twin Homing Laser if you attack the torso. The 2nd form is more dangerous
however. The shoulders go loose, and the first attack will always be Corona.
This always reduces everyone's HP to 1, no questions asked. Be sure to heal
everyone immediately, because the next attack is always Medigo Flame, an
attack that ignores Spirit and causes around 2000 damage to everyone. After
this, it goes back into form 1.

Be SURE to mug the shoulders (but don't bother with the torso - it'll drop
the items) for Vit Ups and Str Ups. This may take a while, because you only
have a 1/8th chance per Mug of doing it successfully. When you've done so,
finish the boss off with a few powerful Limits by using Aura.

```
=====
```

WARNING. BEFORE YOU CONTINUE, MAKE SURE YOU HAVE DONE EVERYTHING YOU WANTED TO DO ON DISC 3. IF YOU CONTINUE, YOU WILL NOT BE ABLE TO ENTER ANY TOWNS. ALL SIDEQUESTS RELATED TO TOWNS SHOULD BE DONE ALREADY. BE SURE TO HAVE DONE THE CC-GROUP QUEST. YOU CAN STILL RETURN TO THE RAGNAROK AND TALK TO SELPHIE.

[PERFECT GAME NOTE 24]

~~~~~  
If you haven't done some sidequests but think "Meh, I don't need the reward", then think again. You may miss some Tutorial - Information entries, which would make the file less complete. Do all sidequests to ensure that you have them all.  
~~~~~

The only places you CAN access on Disc 4 are:

- o Ultimecia's Castle (4 portals on the worldmap lead here)
- o Ragnarok
- o Deep Sea Research Center
- o Tomb of the Unknown King
- o Centra Ruins
- o Crash Site
- o All Chocobo Forests
- o Fire Cavern
- o Trabia Canyon
- o Tears' Point

This is also the last point where you can choose if you want to have Odin or Gilgamesh. If you want Odin in disc 4, you must not have him now. If you want Gilgamesh, you must have Odin now. I suggest not having Odin now, so you can (eventually) get him on Disc 4. Gilgamesh annoys with Angelo Search.

If you're sure you've done everything, proceed.

```
.=====.
```

Name: Seifer (4th time)		{BOSS-41}	
=====			
Level Range: 1-45	HP Range: 3700-34500	AP: 40	EXP: 0
=====			
Elemental Weakness(es): Poison [x1.5].			
Status Weakness(es): Vit0, The End.			
=====			
DRAW LIST: Lvl 1-19: Fire, Thunder, Blizzard			
Lvl 20-29: Fira, Thundara, Blizzara			
Lvl 30+: Firaga, Thundaga, Blizzaga, Aura			
=====			
STEAL LIST:		Card Mod Common: ---	Card Mod Rare: ---
=====			
Lvl: ~69.5% chance:	~20% chance:	~5.8% chance:	~4.7% chance:
1-19 1x Hero	1x Hero	1x Holy War	1x Holy War
20-29 1x Hero	1x Hero	1x Holy War	1x Holy War
30+ 1x Hero	1x Hero	1x Holy War	1x Holy War
=====			
DROPS LIST:		Card Drop: ---	
=====			
Lvl: ~69.5% chance:	~20% chance:	~5.8% chance:	~4.7% chance:
1-19 1x Hero	1x Hero	1x Holy War	1x Holy War
20-29 1x Hero	1x Hero	1x Holy War	1x Holy War
30+ 1x Hero	1x Hero	1x Holy War	1x Holy War
=====			
Strategy: Seifer always has been a pushover, and this fight is no exception.			

```
=====
```

```
| ----- This will be quite a memorial fight if you have Odin, and Gilgamesh |
| will instantly end the battle for you after some time. |
| If you do not have Odin, simply unleash a Limit Break or two on Seifer, that |
| is if you don't feel like drawing Aura. Assuming you already have Aura, this |
| fight is going to be over quickly no matter what. Don't bother stealing from |
| Seifer - he'll drop the item anyway. |
| ===== |
```

After the fight, it's time to swap discs again! When you're in control again, be sure to give your 3rd party member the junction exchange from Rinoa if she was in your party, then head back. Go right and climb the ladder. Go all the way up and through some halls to come face to face with a powerful and fearsome sorceress: Adel.

Before that, re-check your junctions. If you have Auto-Shell it'd be very nice to equip, otherwise have a very solid Spirit junction. An Earth junction to Elemental Defense wouldn't hurt either, nor would Holy. Have good Strength and some Aura magic and you're good to go.

```
.===== .-----
|Name: Adel | (+ Rinoa junctioned) | {BOSS-42} |
|=====o=====o=====
| Level Range: 1-46 | HP Range: 6000-15000 | AP: 0 | EXP: 0 |
|=====o=====o=====o=====
| Elemental Weakness(es): Wind [x1.5]. |
| Status Weakness(es): Vit0, The End. |
|=====
| DRAW LIST: Lvl 1-19: Fire, Thunder, Blizzard |
| | Lvl 20-29: Fira, Thundara, Blizzara |
| | Lvl 30+: Firaga, Thundaga, Blizzaga |
|=====
| STEAL LIST: | Card Mod Common: --- | Card Mod Rare: --- |
|=====o=====o=====o=====
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance: |
| 1-19|1x Samantha Soul |1x Samantha Soul|1x Samantha Soul |1x Samantha Soul |
| 20-29|1x Samantha Soul |1x Samantha Soul|1x Samantha Soul |1x Samantha Soul |
| 30+|1x Samantha Soul |1x Samantha Soul|1x Samantha Soul |1x Samantha Soul |
|=====
| DROPS LIST: --- | Card Drop: --- |
|=====o=====o=====o=====
| Strategy: A challenging fight to say the least, and not in the least place |
| ----- due to Rinoa being junctioned onto Adel, and being drained every |
| turn. When Rinoa's HP drops to 0, it's Game Over. Immediately counter this by |
| casting Regen onto Rinoa (Draw from Rinoa and cast). Also cast Regen on your |
| party members, followed by Shell. Because Adel has a fair amount of Vitality, |
| it really pays off to also cast Meltdown on her. |
| Mug the Samantha Soul from Adel, and, if you have the courage, 8x Megalixir |
| from Rinoa (not really needed). After this, use Aura and unleash several |
| Limit Breaks on Adel. Be sure to stay healed, because Adel can use Ultima. |
| Also be aware of Squall's multi-hitting finishers Fated Circle and Blasting |
| Zone. It's better to use Irvine's Limit Break with Demolition or AP Ammo. |
| ===== |
```

More scenes, and it's about to get funky! When you finally get to move again, walk into the save point, and try to exit the room. You'll have to fight a series of Sorceresses, of which only the last is somewhat powerful. This last Sorceress has a max of about 32500 HP, and she will count down to Ultima. Quickly finish her off with Meltdown, and Aura + Limit Breaks.


```

DRAW LIST: Lvl 1-19: Fire, Thunder, Blizzard, Cure
            Lvl 20-29: Fira, Thundara, Blizzara, Cura
            Lvl 30+: Firaga, Thundaga, Blizzaga, Curaga
=====
STEAL LIST:      | Card Mod Common: ---      | Card Mod Rare: ---
=====o=====|=====o=====|=====o=====
Lvl: |~69.5% chance: |~20% chance:   |~5.8% chance:   |~4.7% chance:
1-19|1x Elixir      |1x Elixir      |1x Elixir      |1x Elixir
20-29|1x Elixir      |1x Elixir      |1x Elixir      |1x Elixir
30+ |1x Elixir      |1x Elixir      |1x Elixir      |1x Elixir
=====
DROPS LIST: ---   | Card Drop: ---
=====

```

```

=====
Name: Sphinxara | {BOSS-44}
=====o=====|=====o=====|=====o=====
Level Range: 1-50 | HP Range: 10000 | AP: 30 | EXP: 0
=====o=====|=====o=====|=====o=====
Elemental Weakness(es): Holy [x2].
Status Weakness(es): Slow [70%], Gravity, Vit0, The End.
=====
DRAW LIST: Lvl 1-19: Fire, Thunder, Blizzard, Cure
            Lvl 20-29: Fira, Thundara, Blizzara, Cura
            Lvl 30+: Firaga, Thundaga, Blizzaga, Curaga
=====
STEAL LIST: ---   | Card Mod Common: ---      | Card Mod Rare: ---
=====
DROPS LIST:      | Card Drop: ---
=====o=====|=====o=====|=====o=====
Lvl: |~69.5% chance: |~20% chance:   |~5.8% chance:   |~4.7% chance:
1-19|1x Megalixir |1x Megalixir   |1x Megalixir   |1x Megalixir
20-29|1x Megalixir |1x Megalixir   |1x Megalixir   |1x Megalixir
30+ |1x Megalixir   |1x Megalixir   |1x Megalixir   |1x Megalixir
=====o=====|=====o=====|=====o=====
Strategy: This is an extremely straightforward fight, because you can only
----- attack. So, um, yeah. Attack.
You could've junctioned Holy to elemental attack to deal more damage, but it
isn't nessecary. Sphinxara can summon a Jellie, Forbidden and Tri-Face, but
you can kill those off quite easily as well.
=====

```

[PERFECT GAME NOTE 25]

~~~~~  
Unlock Magic. You'll want to be able to cast Protect in the next battle, or you might end up having one character killed. We don't want that.  
~~~~~

I suggest you unlock Draw, which allows you to get any GF's you have missed. You *can* technically go to draw Eden now from a certain boss, but I suggest doing a different order. Also, if you already have the GF Siren, unlock Magic first.

Go through the door that is behind the boss you just slaughtered. Continue and the chandelier will drop. Now inspect the hatch on the ground and go through. CHECK YOUR JUNCTIONS! Be sure to have all three members with an Elemental Def Junction - Thundaga. The upcoming boss has a powerful Lightning attack, so do it. Go down the stairs and face Tri-Point.

```

=====
Name: Tri-Point | FLYING ENEMY | {BOSS-45}

```

```

=====
| Level Range: 1-51      | HP Range: 2400-22400      | AP: 30  | EXP: 0  |
|=====O=====O=====O=====O=====
| Elemental Weakness(es): Fire [x4], Ice [x4].
|
| Status Weakness(es): Vit0, The End.
|=====
| DRAW LIST: Lvl  1-19: Haste, Tornado, Blind, Siren
|              Lvl 20-29: Haste, Tornado, Blind, Siren
|              Lvl  30+: Haste, Tornado, Blind, Siren
|=====
| STEAL LIST: ---      | Card Mod Common: ---      | Card Mod Rare: ---
|=====
| DROPS LIST:          | Card Drop: ---
|=====O=====O=====O=====O=====
| Lvl: |~69.5% chance:  |~20% chance:  |~5.8% chance:  |~4.7% chance:
| 1-19|1x Rocket Engine |1x Rocket Engine|1x Rocket Engine |1x Rocket Engine
| 20-29|1x Rocket Engine |1x Rocket Engine|1x Rocket Engine |1x Rocket Engine
|  30+|1x Rocket Engine |1x Rocket Engine|1x Rocket Engine |1x Rocket Engine
|=====O=====O=====O=====O=====
| Strategy: This is one of those rare fights where the boss' weakness is
| ----- revealed. This boss always counterattacks with Mega Spark, a very
| powerful, defense ignoring lightning attack against all party members. Then
| again, you should've already junctioned Thundaga to Elem-Def, so it'll heal
| you all the way! Nice. Simply bash the boss. When it uses Scan, immediately
| use Protect on that party member, because it's next attack will be Onrush, a
| very powerful, critical attack.
| If you didn't had Siren before, then shame on you, but you can draw it now.
|=====

```

Unlock Magic or Draw, whichever you hadn't unlocked yet. Go back upstairs and head left. Go down the hall, and right to enter the Main Hall again. Go upstairs and head right. In this screen, walk downstairs and through the door. You'll now be at the Art Gallery.

Check out all pictures here, and notice that the clock has it's arrows pointing to VIII, VI, and II (odd 4, huh?). Well, the reasoning is that you must look for the pictures that have those letters in them. Check the large picture on the left and enter VIVIDARIUM, INTERVIGILIUM, VIATOR (In the Garden Sleeps a Messenger). Now Trauma will appear behind you.

```

===== . DRAW THE GF LEVIATHAN!! (if missed) .=====
| Name: Trauma | (+ Droma's)      | FLYING ENEMY | {BOSS-46} |
|=====O=====O=====O=====O=====
| Level Range: 1-56      | HP Range: 5555-34114      | AP: 30  | EXP: 0  |
|=====O=====O=====O=====O=====
| Elemental Weakness(es): Wind [x2].
| Status Weakness(es): Slow [90%], Vit0, The End.
|=====
| DRAW LIST: Lvl  1-19: Meltdown, Leviathan
|              Lvl 20-29: Meltdown, Leviathan
|              Lvl  30+: Meltdown, Leviathan
|=====
| STEAL LIST: ---      | Card Mod Common: ---      | Card Mod Rare: ---
|=====
| DROPS LIST:          | Card Drop: ---
|=====O=====O=====O=====O=====
| Lvl: |~69.5% chance:  |~20% chance:  |~5.8% chance:  |~4.7% chance:
| 1-19|1x Elem Atk   |1x Elem Atk   |1x Elem Atk   |1x Elem Atk
| 20-29|1x Elem Atk   |1x Elem Atk   |1x Elem Atk   |1x Elem Atk

```

30+ 1x Elem Atk	1x Elem Atk	1x Elem Atk	1x Elem Atk
Strategy: Open the fight by casting Meltdown on Trauma, which considerably lowers it's defenses (to zero). You can even draw Meltdown from Trauma, which is a complete giveaway. Now it'll start making Droma's, which you should keep alive. Simply pummel Trauma with physical attacks and it'll kill off it's own Droma's by Draining them. Keep attacking, and the fight'll be over sooner than you think. Draw Leviathan if you didn't have it yet.			

Unlock the Limit Breaks. From the Art Gallery, head north, and again north to go down the stairs. Here, take the upper left exit and grab the key in the prison to fight the next boss.

DRAW THE GF PANDEMONA!! (if missed)			
Name: Red Giant	{BOSS-47}		
Level Range: 1-52	HP Range: 30000	AP: 30	EXP: 0
Elemental Weakness(es): Wind [x2].			
Status Weakness(es): Darkness [80%], Slow [30%], Vit0, The End.			
DRAW LIST: Lvl 1-19: Demi, Pandemona			
Lvl 20-29: Demi, Pandemona			
Lvl 30+: Demi, Pandemona			
STEAL LIST: ---	Card Mod Common: ---	Card Mod Rare: ---	
DROPS LIST:	Card Drop: ---		
Lvl: ~69.5% chance:	~20% chance:	~5.8% chance:	~4.7% chance:
1-19 1x Diamond Armor	1x Diamond Armor	1x Diamond Armor	1x Diamond Armor
20-29 1x Diamond Armor	1x Diamond Armor	1x Diamond Armor	1x Diamond Armor
30+ 1x Diamond Armor	1x Diamond Armor	1x Diamond Armor	1x Diamond Armor
Strategy: This fight is easier than it seems. Immediately start the fight by casting Meltdown on the giant which has perfect defenses otherwise. Now you can follow up by casting Blind on Red Giant, making it miss often. Demi works wonders, which you can even draw and cast on it, or you can simply pound it with physical attacks now that you've dropped it's defenses. Don't forget about Pandemona, if you hadn't already gotten it from Fujin.			

Unlock Item. Now head back to the Main Hall again. Step in the green circle and switch to the secondary party. With this party, walk to the left, through the hall, and end up in the chandelier room. Step in the green circle on the right, and lower the lever. Now switch back to your primary party, and head upstairs, through the doors, and over the chandelier to the balcony. Krysta resides here.

DRAW THE GF CARBUNCLE!! (if missed)			
Name: Krysta	FLYING ENEMY {BOSS-48}		
Level Range: 1-55	HP Range: 5200-16000	AP: 30	EXP: 0
Elemental Weakness(es): ---			
Status Weakness(es): Slow [90%], Vit0, The End.			
DRAW LIST: Lvl 1-19: Holy, Carbuncle			
Lvl 20-29: Holy, Carbuncle			
Lvl 30+: Holy, Carbuncle			

```

=====
| STEAL LIST: --- | Card Mod Common: --- | Card Mod Rare: --- | | |
|=====|=====|
| DROPS LIST: | Card Drop: --- |
|=====o=====|=====o=====|
| Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance: |
| 1-19 | 1x Elem Guard | 1x Elem Guard | 1x Elem Guard | 1x Elem Guard |
| 20-29 | 1x Elem Guard | 1x Elem Guard | 1x Elem Guard | 1x Elem Guard |
| 30+ | 1x Elem Guard | 1x Elem Guard | 1x Elem Guard | 1x Elem Guard |
|=====o=====|=====o=====|
| Strategy: Krysta has ridiculous high Vitality, so cast Meltdown on it. It's
| ----- also got a nasty counterattack which you should protect yourself
| from with, well, Protect. Shell doesn't hurt either, because Krysta uses
| Ultima as a Final Attack. It has very low HP though, so Aura and one or two
| Limit Breaks will crack this nut, err, crystal. Draw Carbuncle if you hadn't.
|=====

```

Unlock Command Ability. Go to where your secondary party is (lower chandelier room), and go through the upper doors. At the fountain square, go north through the doors. In the Chapel, go upstairs. Here, hold Triangle and walk over the bridge and grab the Armory Key. Note: Even if it drops down, no worries.

Now backtrack to the Main Hall. Head right again and go back to one screen before you fought the Red Giant - the Flood Gate. The door on the right can be unlocked with the Armory Key. If it dropped down, the Armory Key will be right under your nose, it's on the right and has gone with the flow. Grab it and unlock the door. Inside, face a Vysage called Gargantua.

```

=====
| Name: Gargantua | {BOSS-49} | | |
|=====o=====|=====o=====|
| Level Range: 1-54 | HP Range: 10100-15400 | AP: 30 | EXP: 0 |
|=====o=====|=====o=====|
| Elemental Weakness(es): ---
| Status Weakness(es): Death [20%], Zombie [50%], Vit0, The End.
|=====
| DRAW LIST: Lvl 1-19: Bio, Quake, Reflect, Cerberus
|              Lvl 20-29: Bio, Quake, Reflect, Cerberus
|              Lvl 30+: Bio, Quake, Reflect, Cerberus
|=====
| STEAL LIST: --- | Card Mod Common: --- | Card Mod Rare: --- | | |
|=====|=====|
| DROPS LIST: | Card Drop: --- |
|=====o=====|=====o=====|
| Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance: |
| 1-19 | 1x Magic Armlet | 1x Magic Armlet | 1x Magic Armlet | 1x Magic Armlet |
| 20-29 | 1x Magic Armlet | 1x Magic Armlet | 1x Magic Armlet | 1x Magic Armlet |
| 30+ | 1x Magic Armlet | 1x Magic Armlet | 1x Magic Armlet | 1x Magic Armlet |
|=====o=====|=====o=====|
| Strategy: The fight starts like a regular fight against a Vysage, Lefty and
| ----- Righty. Kill them off and Gargantua pops out.
| Like many bosses that reside in Ultimecia's Castle, Gargantua has quite an
| extraordinary powerful counterattack called Counter Twist. Think before you
| attack. Cast Meltdown on it with someone. Now use Aura on Squall and use
| Renzokuken to finish him quickly. Wait, what? The boss is also weak to
| Zombie? If you can inflict Zombie, a simple Elixir will kill it too.
| If you didn't get Cerberus, you can draw him now.
|=====

```

Unlock whatever you want to. Head back to the Main Hall, and go back to the

lower chandelier room. Go through the door north. Here, check the left side of the fountain to find the Treasure Vault Key.

With this key, head back to the Main Hall, go upstairs, and exit west. Go down the stairs. In the next hall, there is a door on the left (kinda hard to see) which you can open with the key. Inside, there's a small puzzle.

Simply follow these steps. From left to right:
Open 2nd, Close 3rd, Open 1st, Open 4th.

Now a large Behemoth appears, Catoblepas.

```
.=====          DRAW THE GF ALEXANDER!! (if missed)          .------.
|Name: Catoblepas |                                           | {BOSS-50} |
|=====o=====o=====o=====|
| Level Range: 1-57   | HP Range: 10500-38500   | AP: 30   | EXP: 0   |
|=====o=====o=====o=====|
| Elemental Weakness(es): Earth [x2], Water [x2]. |
| Status Weakness(es): Darkness [60%], Slow [20%], Vit0, The End. |
|=====|
| DRAW LIST: Lvl  1-19: Meteor, Alexander |
|                Lvl 20-29: Meteor, Alexander |
|                Lvl  30+: Meteor, Alexander |
|=====|
| STEAL LIST: ---   | Card Mod Common: ---   | Card Mod Rare: ---   |
|=====|=====|
| DROPS LIST:       | Card Drop: ---   |
|=====o=====o=====o=====|
| Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance: |
| 1-19| 1x Status Atk   | 1x Status Atk   | 1x Status Atk   | 1x Status Atk   |
| 20-29| 1x Status Atk   | 1x Status Atk   | 1x Status Atk   | 1x Status Atk   |
| 30+ | 1x Status Atk   | 1x Status Atk   | 1x Status Atk   | 1x Status Atk   |
|=====o=====o=====o=====|
| Strategy: Meltdown and Blind on Catoblepas, then Aura + Limit Breaks. |
| ----- It will use Meteor as Final Attack, so you may want to also have |
| Shell on your party members, or at least quite some HP. Draw Alexander if you |
| missed it earlier in the game. |
|=====|
```

[OPTIONAL]

~~~~~  
Unlock whatever you want. Go south, and switch party. Now get your secondary party (which consist out of all the girls for now) and move them to the north of the hall where you fought Catoblepas, there are elevators here. Put the girls on the left elevator and switch parties again. With the guys, head back to the Main Hall, go right, go through the Art Gallery, and in the next screen go upstairs and left. Walk all the way to the left and you'll end up in the elevator screen. Stand on the elevator and the girls will go up. Grab the Floodgate Key in the screen on the left, then switch back to your primary party. By the way, these combinations also work:

|                          |                       |
|--------------------------|-----------------------|
| Left side:               | Right side:           |
| =====                    | =====                 |
| Quistis, Selphie, Irvine | Squall, Zell, Rinoa   |
| Quistis, Selphie, Zell   | Squall, Irvine, Rinoa |
| Selphie, Quistis, Rinoa  | Squall, Zell, Irvine  |
| -----                    | -----                 |

With the Floodgate Key in your possession, head back to the Flood Gate, you know,

nearby where you fought Red Giant and Gargantua. It's north of the Art Gallery, in the right part of the Castle. When you're here, check the lever next to the doorway that leads to the prison where you fought Red Giant. Unlock the lever and flip it to drain all the water.

Now go back to the Main Hall, and from here go to the lower chandelier room. Go through the doors and head to the chapel. There is an organ here. Press ALL THE BUTTONS AT ONCE (might take some practice), and hold it for a few seconds. Now go back to the fountain area and go northeast. The spikes should all be down, if one or more aren't then you missed a few buttons, so go and try again. In the waterways, go right to find a box with a rare Rosetta Stone. If you exit south from here, you'll unlock the prison door, creating an effective shortcut.

Now go upstairs from the chapel and cross the bridge. Go through the door. Climb the clocktower's stairs until you can jump over to the other side by the use of a bell (jump from the left to the right side). Here is a balcony where Tiamat resides, the last of Ultimecia's servants.

Check your junctions. You'll want to have Thundaga, Blizzaga and Firaga on each of your characters Elemental Defense junctions. You can also use Ultima if you don't have 3 slots for each character. With this in place, and the DRAW COMMAND on at least one character, proceed into battle.

```

=====
|          DRAW THE GF EDEN!!! (if missed)          |
|Name: Tiamat |                                     | FLYING ENEMY | {BOSS-51}|
|=====O=====O=====O=====O=====O=====O=====|
| Level Range: 1-58      | HP Range: 21200-89600      | AP: 30      | EXP: 0      |
|=====O=====O=====O=====O=====O=====O=====|
| Elemental Weakness(es): ---|
| Status Weakness(es): Slow [20%], Vit0, The End. |
|=====O=====O=====O=====O=====O=====O=====|
| DRAW LIST: Lvl  1-19: Flare, Eden                |
|              Lvl 20-29: Flare, Eden                |
|              Lvl  30+: Flare, Eden                |
|=====O=====O=====O=====O=====O=====O=====|
| STEAL LIST: ---      | Card Mod Common: ---      | Card Mod Rare: ---      |
|=====O=====O=====O=====O=====O=====O=====|
| DROPS LIST:          | Card Drop: ---            |
|=====O=====O=====O=====O=====O=====O=====|
| Lvl: | ~69.5% chance: | ~20% chance:      | ~5.8% chance:      | ~4.7% chance:      |
| 1-19| 1x Status Guard | 1x Status Guard   | 1x Status Guard     | 1x Status Guard     |
| 20-29| 1x Status Guard | 1x Status Guard   | 1x Status Guard     | 1x Status Guard     |
| 30+ | 1x Status Guard | 1x Status Guard   | 1x Status Guard     | 1x Status Guard     |
|=====O=====O=====O=====O=====O=====O=====|
| Strategy: If you don't have Eden yet, DRAW IT NOW. |
| ----- Tiamat only has one attack: Dark Flare. It will continually count |
| down to use this very powerful attack. However, it's elemental and your    |
| junctions will protect you fully, negating (perhaps absorbing) any damage. |
| Cast Meltdown on Tiamat to inflict more damage and pound away. Perhaps draw |
| some Flares if you have the need, since it's a great junction spell.        |
|=====O=====O=====O=====O=====O=====O=====|

```

With all of Ultimecia's servants killed, the seals are completely broken now. If you continue all the way to the top of the clock tower, you can go over the clock arrows. At the end of the walkway lies the end of your journey. Ultimecia awaits in her chamber. Before you do anything, save your game, because there is one final task you can undertake...

[ OPTIONAL ]

~~~~~  
Omega Weapon. The most powerful enemy in FF8. Rewards: Almost nothing. You can beat this creature to satisfy yourself.. It's a challenge, but it's certainly not impossible. Are you up for the challenge? Read on.

First of all, you'll want to prepare yourself. Junction your characters well, so they have at least 255 Strength and 200 Vitality. You can do with less, but that will certainly do. Also equip the following abilities:

Command Abilities:

Squall:	Zell:	Irvine:
-----	-----	-----
Defend	GF	Defend
Magic	Revive	Magic
Item	Item	Item

Character Abilities:

o Auto-Haste
o Auto-Protect
o Auto-Shell
o HP+80% (or Str+60% or Vit+60%)

- Elem Def-J doesn't matter, Omega Weapon doesn't use Elemental Attacks.
- 100x Death to ST Def-J on all characters.
- Other ST Def-J don't matter, because Omega doesn't inflict other statuses.
- Junction Triple to Speed and Tornado to Eva-J. This will give you a decent evasion stat which will cause Omega's Physical attacks to sometimes miss.

Make SURE your HP is at 9999. If it's not, then HP+80% will take care of this. Defend comes from either Cactuar or Cerberus. Auto-Haste can be learnt to a GF by the use of an Accelerator, and you can get an easy 3 of those by modding the Kiros Card. Auto-Protect can be learnt by using a Steel Curtain, and you can mod 20x Adamantine into one. Get Adamantines by modding the Minotaur into 10 over and over (well, just 4 times actually). Bahamut already has Auto-Protect. And Auto-Shell is easier. Just mod the Alexander Card into 3x Glow Curtain.

Make sure you have a bunch of Megalixirs in the front of your battle inventory, and if you're cheap, a bunch of Holy War items. You don't need the latter, and it's rather cheap. Also have 100x Fast Ammo, 50+ AP Ammo, and 50+ Pulse Ammo.

When you have the above setup, save your game. Time to kick some Omega butt!

Note: I NEVER save after beating Omega Weapon, because I like to toy around with him when I'm *Ultra Powerful*. But that's just me. ;)

Have the guys main party stand at the Party Switch Point at the fountain. Switch to the girls party. From the Main Hall, head upstairs and go right. In this room there's a rope. Pull this rope and quickly move to the Party Switch Point. With the guys party, head north into the chapel and face Omega Weapon. You have 60 seconds to pull this off - which is plenty of time.

Note: In the Playstation version, Omega Weapon is ALWAYS Level 100. In the PC Version, he can be any Level.

```
.=====.
```

Name: Omega Weapon	{BOSS-52}
=====o=====o=====o=====	
Level Range: 1-100*	HP Range: 111105-1161000 AP: 250 EXP: 0
=====o=====o=====o=====	
Elemental Weakness(es): ---	
Status Weakness(es): Vit0, The End.	
=====	
DRAW LIST: Lvl 1-19: Flare, Holy, Meteor, Ultima	
Lvl 20-29: Flare, Holy, Meteor, Ultima	
Lvl 30+: Flare, Holy, Meteor, Ultima	

```
|=====.
```



```

=====
| STEAL LIST: --- | Card Mod Common: --- | Card Mod Rare: --- | | |
|=====|=====|
| DROPS LIST: | Card Drop: --- |
|=====o=====|=====o=====|
| Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance: |
| 1-19 | 1x Three Stars | 1x Three Stars | 1x Three Stars | 1x Three Stars |
| 20-29 | 1x Three Stars | 1x Three Stars | 1x Three Stars | 1x Three Stars |
| 30+ | 1x Three Stars | 1x Three Stars | 1x Three Stars | 1x Three Stars |
|=====o=====|=====o=====|
| Strategy: Omega Weapon attacks with a fixed pattern, with a Physical Attack
| ----- mixed in sometimes. The first attack Omega Weapon uses will be
| Lv5 Death, and that won't be used anymore afterwards. The pattern then is:
|
|               Omega uses:               After that you use:
|
|               o Meteor                   o Megalixir
|               o Medigo Flame              o Limit Break x3
|               o Graviya                   o Megalixir + Defend x2
|               o Terra Break                o Limit Break x2 + (Mega)Elixir
|               o Ultima                     o Limit Break x3
|               o Light Pillar               o Revive
|               REPEAT                       REPEAT
|
| Omega Weapon opens with Lv5 Death. You will open with Meltdown on him, and
| Cerberus on yourself, and if you have time Aura x3 on yourself.
|
| Meteor will hurt you, but as long as you have a somewhat decent Spirit stat
| and/or Auto-Shell, it won't kill anyone. You will have to follow up with a
| Megalixir anyway, because Medigo Flame deals a fixed 9998 damage to everyone.
| Now you can use Limit Breaks because Graviya deals 75% off your current HP,
| but since your HP is 1, it deals 0 damage. Then you'll have to Defend, which
| will at least block Terra Break for 2 characters. The third might live if you
| get lucky, so heal him up. High Vitality and Auto-Protect help a great deal
| against the Physical Terra Break. Then it's Limit Break time again. Light
| Pillar always deals 9999 damage to someone, so Revive that character. Then
| the whole pattern repeats itself. You can also cast Aura on your characters,
| but it won't last very long with Auto-Haste, and you'll often have low HP
| anyway. Only use it if you have some space to breathe.
|
| Every now and then Omega will use a Physical Attack. If you dodge it, great,
| then it's a free turn for you. If it hurts you, not so great, and try to heal
| if Medigo Flame is coming up. If the attack kills the character (unlikely),
| quickly Revive that character or use a Phoenix Down.
|=====

```

You'll get the Three Stars item - crap - and the 'Proof of Omega', which is nothing more than a shiny entry under the Tutorial. But hey, it's your proof!

~~~~~  
[END OF OPTIONAL]

It's time beat Ultimecia. Prepare yourself well - the junction setup VS Omega works wonders, but also junction the other three members with at least one GF and a halfway decent setup. You don't have to, but it can still help. At least give your lesser characters the item command, which can make them effective healers (or users of battle items). A very lengthy series of battles will start.

```

=====
| Name: Ultimecia | | {BOSS-53} |
|=====o=====|=====o=====|

```

```

| Level Range: 1-65      | HP Range: 4600-43000    | AP: 0    | EXP: 0
|=====o=====|
| Elemental Weakness(es): Poison [x1.5].
| Status Weakness(es): Gravity, Vit0, The End.
|=====|
| DRAW LIST: Lvl  1-19: Haste, Slow, Reflect, Demi
|              Lvl 20-29: Haste, Slow, Reflect, Demi
|              Lvl  30+: Haste, Slow, Reflect, Demi
|=====|
| Strategy: The first fight isn't too hard. Maelstrom deals 62.5% damage off
| ----- your current HP and can inflict Curse (but Pain on ST Def-J will
| take care of this). If she uses Meltdown, use Esuna or Remedy+ to remove that
| horrible status. Finish her off with a couple of Limit Breaks.
|=====|

```

Note: Quickly heal any KO'd character, or they will get 'absorbed in time', and they can't be revived anymore. Especially heal your better characters!  
This counts for the entire battle series: Keep your characters alive!

```

.=====|.-----|.-----|.
|Name: Griever |                                | FLYING ENEMY | {BOSS-54} |
|=====o=====|
| Level Range: 1-65      | HP Range: 16750-115950  | AP: 0    | EXP: 0
|=====o=====|
| Elemental Weakness(es): Wind [x2], Holy [x2.5].
| Status Weakness(es): Vit0, The End.
|=====|
| DRAW LIST: Lvl  1-19: Bio, Quake, Tornado
|              Lvl 20-29: Bio, Quake, Tornado
|              Lvl  30+: Bio, Quake, Tornado
|=====|
| Strategy: Griever has quite some HP. Cast Meltdown first, and pummel away
| ----- with Limit Breaks, perhaps some Holy magic/Holy Stones if you have
| any lesser characters fighting. Griever can blow away stocks of magics, and
| if you have them used as junction, that junction will be lost. Be sure to
| quickly defeat Griever due to this. Aura + Limit Breaks always works wonders.
| He will use Shockwave Pulsar as final attack (unless he already used it once)
| which will deal quite some damage. Heal up in the next battle.
|=====|

```

```

.=====|.-----|.-----|.
|Name: Ultimecia/Griever | + 2x Helix                | FLYING ENEMY | {BOSS-55} |
|=====o=====|
| Level Range: 1-65      | HP Range: 13050-176250  | AP: 0    | EXP: 0
|=====o=====|
| Elemental Weakness(es): Lightning [x2], Water [x2].
| Status Weakness(es): Vit0, The End.
|=====|
| DRAW LIST: Lvl  1-19: Firaga, Thundaga, Blizzaga
|              Lvl 20-29: Firaga, Thundaga, Blizzaga
|              Lvl  30+: Firaga, Thundaga, Blizzaga
|=====|
| Strategy: This form also has a lot of HP. With the Helixes, she can use the
| ----- attack Great Attractor which ignores vitality. Protect still helps
| though. Again, cast Meltdown and use Aura + Limit Breaks to your advantage.
| When you've gotten her down to 35% or less of her Max HP, the lower body will
| fall off and the Helixes will also be removed. She can no longer use her
| Great Attractor attack anymore, but will instead start using Tornado and
| Quakeinstead. Keep the damage coming.
|=====|

```







|                                      |              |       |       |       |      |      |      |      |      |       |
|--------------------------------------|--------------|-------|-------|-------|------|------|------|------|------|-------|
| Weapon:                              | Blaster Edge | ===== | ===== | ===== | ==== | ==== | ==== | ==== | ==== | ===== |
| Height:                              | 160cm (5'3") | 11    | 10000 | 653   | 11   | 5    | 15   | 9    | 22   | 17    |
| Birthdate:                           | March 3      | 20    | 19000 | 1038  | 19   | 10   | 22   | 14   | 24   | 17    |
| Blood Type:                          | ???          | 30    | 29000 | 1458  | 27   | 14   | 29   | 19   | 25   | 18    |
| Limit Break:                         | Combine      | 40    | 39000 | 1871  | 35   | 18   | 35   | 24   | 27   | 19    |
| -----                                |              | 50    | 49000 | 2275  | 42   | 21   | 41   | 28   | 28   | 19    |
|                                      |              | 60    | 59000 | 2672  | 48   | 24   | 46   | 31   | 30   | 20    |
| Rinoa's Blaster Edge's:              |              | 70    | 69000 | 3061  | 54   | 26   | 51   | 34   | 32   | 20    |
| -----                                |              | 80    | 79000 | 3443  | 59   | 28   | 55   | 34   | 32   | 21    |
| These are long-range weapons,        |              | 90    | 89000 | 3816  | 64   | 30   | 59   | 38   | 35   | 22    |
| and critical hits do 100%            |              | 100   | 99000 | 4181  | 67   | 31   | 63   | 39   | 36   | 22    |
| additional damage, for a total       |              | ----- |       |       |      |      |      |      |      |       |
| of 2x damage. This is based on luck. |              |       |       |       |      |      |      |      |      |       |

Rinoa's Limit Break: Combine: Angelo

-----

Angelo is Rinoa's Pet Dog. He knows and can learn tricks that can aid you in battle. There are various tricks, four that are used automatically, and four that will be used when the Limit Break is active:

| Name:           | Attack Power:                          | When is it used/What are the uses:                                                   |
|-----------------|----------------------------------------|--------------------------------------------------------------------------------------|
| =====           | =====                                  | =====                                                                                |
| Angelo Rush     | Strength x1.5                          | Random counterattack when Rinoa is attacked                                          |
| -----           | -----                                  | -----                                                                                |
| Angelo Recover  | 62.5% of Max HP                        | Works automatically and randomly                                                     |
| -----           | -----                                  | -----                                                                                |
| Angelo Reverse  | Revives one Ally<br>to 12.5% of Max HP | Works automatically if one or more party<br>members are dead, and works randomly     |
| -----           | -----                                  | -----                                                                                |
| Angelo Search   | ---                                    | Works automatically, Searches for items on<br>the battlefield, Can be VERY REWARDING |
| =====           | =====                                  | =====                                                                                |
| Angelo Cannon   | 72                                     | When used, deals damage to 1 enemy                                                   |
| -----           | -----                                  | -----                                                                                |
| Angelo Strike   | 120                                    | When used, deals damage to 1 enemy                                                   |
| -----           | -----                                  | -----                                                                                |
| Invincible Moon | 72                                     | Gives the Invincibility status to all party<br>members when used                     |
| -----           | -----                                  | -----                                                                                |
| Wishing Star    | 130                                    | When used, delivers 8 hits to all enemies                                            |
| -----           | -----                                  | -----                                                                                |

WARNING: Learning the Angelo Recover and Angelo Reverse Limit Breaks will reduce the chances of Angelo Search happening. Angelo Search can be extremely rewarding.

Angelo learns new tricks from Pet Pals magazines. Select the trick in the menu that you want to learn. When you walk around, the trick will slowly be learned. Below is a list of which magazine learns which trick, and how many steps the new trick requires to be learnt:

|                  |                 |              |
|------------------|-----------------|--------------|
| Pet Pals Vol. 1: | Angelo Strike   | ( 800 steps) |
| Pet Pals Vol. 2: | Angelo Recover  | ( 200 steps) |
| Pet Pals Vol. 3: | Invincible Moon | ( 920 steps) |
| Pet Pals Vol. 4: | Angelo Reverse  | ( 260 steps) |
| Pet Pals Vol. 5: | Angelo Search   | ( 400 steps) |
| Pet Pals Vol. 6: | Wishing Star    | (1060 steps) |

Which Limit Break Rinoa uses, depends on her Crisis Level, as seen below:



|               |                  |                                                                                                                                               |
|---------------|------------------|-----------------------------------------------------------------------------------------------------------------------------------------------|
| =====         |                  | =====                                                                                                                                         |
| Laser Eye     | ---              | ---                                                                                                                                           |
| -----         | -----            | -----                                                                                                                                         |
| Ultra Waves   | Spider Web       | 1. Mug/Win from Caterchipillars<br>2. Card Mod Caterchipillar Card [1:1]                                                                      |
| -----         | -----            | -----                                                                                                                                         |
| Electrocute   | Coral Fragment   | 1. Mug from Creeps<br>2. Win from Cockatrice, Creeps, Blitz<br>3. Card Mod Creeps Card [1:1]                                                  |
| -----         | -----            | -----                                                                                                                                         |
| LV? Death     | Curse Spike      | 1. Mug from Tri-Face<br>2. Win from Malboro, Forbidden, Imp, Creeps, Grand Mantis, Tri-Face<br>3. Card Mod Tri-Face Card [1:1]                |
| -----         | -----            | -----                                                                                                                                         |
| Degenerator   | Black Hole       | 1. Mug from Gesper<br>2. Win from Gesper, Wendigo<br>3. Card Mod Gesper Card [1:1],<br>Diablos Card [1:100]                                   |
| -----         | -----            | -----                                                                                                                                         |
| Aqua Breath   | Water Crystal    | 1. Mug from Fastitocalon<br>2. Win from Fastitocalon-F, Chimera, Grand Mantis<br>3. Card Mod Fastitocalon-F Card [5:1],<br>Fastitocalon [1:1] |
| -----         | -----            | -----                                                                                                                                         |
| Micro Missile | Missile          | 1. Mug from GIM52A, Death Claw<br>2. Win from GIM52A                                                                                          |
| -----         | -----            | -----                                                                                                                                         |
| Acid          | Mystery Fluid    | 1. Mug from Gayla<br>2. Win from Gayla<br>3. Card Mod Gayla Card [1:1]                                                                        |
| -----         | -----            | -----                                                                                                                                         |
| Gatling Gun   | Running Fire     | 1. Mug from SAM08G<br>2. Win from Iron Giant, BGH25IF2, SAM08G<br>3. Card Mod SAM08G Card [1:1]                                               |
| -----         | -----            | -----                                                                                                                                         |
| Fire Breath   | Inferno Fang     | 1. Mug from Ruby Dragon<br>2. Win from Hexadragon, Ruby Dragon<br>3. Card Mod Ruby Dragon Card [10:1]                                         |
| -----         | -----            | -----                                                                                                                                         |
| Bad Breath    | Malboro Tentacle | 1. Mug from Malboro<br>2. Win from Malboro<br>3. Card Mod Malboro Card [4:1]                                                                  |
| -----         | -----            | -----                                                                                                                                         |
| White Wind    | Whisper          | 1. Mug from Adamantoise<br>2. Win from Adamantoise                                                                                            |
| -----         | -----            | -----                                                                                                                                         |
| Homing Laser  | Laser Cannon     | 1. Mug from Elastoid, Mobile Type 8<br>2. Win from Belhelmel, Elastoid, Mobile Type 8                                                         |
| -----         | -----            | -----                                                                                                                                         |
| Mighty Guard  | Barrier          | 1. Mug from Behemoth<br>2. Win from Behemoth<br>3. Card Mod Malboro Card [10:1]                                                               |
| -----         | -----            | -----                                                                                                                                         |
| Ray-Bomb      | Power Generator  | 1. Mug (Very Rare) from Blitz                                                                                                                 |
| -----         | -----            | -----                                                                                                                                         |
| Shockwave     | Dark Matter      | 1. Refine Curse Spike into Dark Matter [100:1]                                                                                                |
| Pulsar        |                  |                                                                                                                                               |
| -----         | -----            | -----                                                                                                                                         |



The chart with Attack Information, Attack Power, etc:  
=====

Note: The Attack Power of attacks that have it, depends on Quistis' Crisis Lvl.  
The numbers are listed in the order of Crisis Lvl 1 - 2 - 3 - 4.

| Skill Name:   | Attack Power:                                                 | Amount Targets & Other Info:            |
|---------------|---------------------------------------------------------------|-----------------------------------------|
| =====         | =====                                                         | =====                                   |
| Laser Eye     | 40 - 48 - 58 - 64                                             | 1 Target                                |
| -----         | -----                                                         | -----                                   |
| Ultra Waves   | 27 - 33 - 40 - 48                                             | All Targets                             |
| -----         | -----                                                         | -----                                   |
| Electrocute   | 30 - 36 - 44 - 50                                             | All Targets, Lightning Elemental        |
| -----         | -----                                                         | -----                                   |
| LV? Death     | Cast Death                                                    | All Targets,                            |
|               | Crisis Lv 1: LV4 Death                                        | Misses if Lvl is not multiple of x      |
|               | Crisis Lv 2: LV3 Death                                        |                                         |
|               | Crisis Lv 3: LV2 Death                                        |                                         |
|               | Crisis Lv 4: LV1 Death                                        |                                         |
| -----         | -----                                                         | -----                                   |
| Degenerator   | ---                                                           | Blows Away 1 Target                     |
|               |                                                               | Immune: Most Bosses, Tonberry, Grat,    |
|               |                                                               | Vysage(Lefty,Righty), E-Soldier(cyborg) |
| -----         | -----                                                         | -----                                   |
| Aqua Breath   | 50 - 70 - 80 - 100                                            | All Targets, Water Elemental            |
| -----         | -----                                                         | -----                                   |
| Micro Missile | Crisis Lvl 1: 50% HP                                          | 1 Target, inflicts damage based on a %  |
|               | Crisis Lvl 2: 75% HP                                          | of an enemy's Max HP, Gravity Elemental |
|               | Crisis Lvl 3: 87.5% HP                                        |                                         |
|               | Crisis Lvl 4: 93.75% HP                                       |                                         |
| -----         | -----                                                         | -----                                   |
| Acid          | 30 - 38 - 44 - 52                                             | Also inflicts status effect(s):         |
|               |                                                               | Crisis Lv 1: Poison.                    |
|               |                                                               | Crisis Lv 2: Poison, Darkness.          |
|               |                                                               | Crisis Lv 3: Poison, Darkness,          |
|               |                                                               | Silence, Vit 0.                         |
|               |                                                               | Crisis Lv 4: Poison, Darkness,          |
|               |                                                               | Silence, Vit 0, Petrify.                |
| -----         | -----                                                         | -----                                   |
| Gatling Gun   | 60 - 80 - 100 - 120                                           | Physical attack, 1 Target               |
| -----         | -----                                                         | -----                                   |
| Fire Breath   | 70 - 90 - 100 - 120                                           | All Targets, Fire Elemental             |
| -----         | -----                                                         | -----                                   |
| Bad Breath    | Inflicts Status Effect(s) to All Targets:                     |                                         |
|               | Crisis Lv 1: Poison, Darkness, Silence, Sleep, Slow, Confuse. |                                         |
|               | Crisis Lv 2: Poison, Darkness, Silence, Sleep, Slow, Confuse, |                                         |
|               | Berserk, Stop, Slow Petrify.                                  |                                         |
|               | Crisis Lv 3: Poison, Darkness, Silence, Sleep, Slow, Confuse, |                                         |
|               | Berserk, Stop, Slow Petrify, Petrify, Zombie.                 |                                         |
|               | Crisis Lv 4: Poison, Darkness, Silence, Sleep, Slow, Confuse, |                                         |
|               | Berserk, Stop, Slow Petrify, Petrify, Zombie,                 |                                         |
|               | Vit 0, Doom, Death.                                           |                                         |
| -----         | -----                                                         | -----                                   |
| White Wind    | ---                                                           | Recovers all allies, Formula is below:  |
|               |                                                               | [Quistis Max HP - Current HP = Healing] |
| -----         | -----                                                         | -----                                   |
| Homing Laser  | 100 - 150 - 200 - 250                                         | 1 Target                                |
| -----         | -----                                                         | -----                                   |

|              |                                                         |             |
|--------------|---------------------------------------------------------|-------------|
| Mighty Guard | Inflicts Postive Status Effects on All Allies:          |             |
|              | Crisis Lv 1: Protect, Shell.                            |             |
|              | Crisis Lv 2: Protect, Shell, Regen, Haste, Float.       |             |
|              | Crisis Lv 3: Protect, Shell, Regen, Haste, Float, Aura. |             |
|              | Crisis Lv 4: Protect, Shell, Regen, Haste, Float, Aura. |             |
| -----        |                                                         |             |
| Ray-Bomb     | 80 - 90 - 100 - 110                                     | All Targets |
| -----        |                                                         |             |
| Shockwave    | 150 - 200 - 200 - 250                                   | All Targets |
| Pulsar       |                                                         |             |
| -----        |                                                         |             |

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|| {C1.4} Zell Dincht ||

Oo--\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*-\*--Oo

#### Character Data:

|                                 |              |       |       |       |       |       |       |       |       |       |       |
|---------------------------------|--------------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| -----                           |              | ----- |       |       |       |       |       |       |       |       |       |
| Age:                            | 17           |       | Level | Exp   | HP    | Str   | Vit   | Mag   | Spr   | Spd   | Luck  |
| Weapon:                         | Glove        |       | ===== | ===== | ===== | ===== | ===== | ===== | ===== | ===== | ===== |
| Height:                         | 165cm (5'5") |       | 7     | 7000  | 544   | 7     | 5     | 6     | 4     | 21    | 15    |
| Birthdate:                      | March 17     |       | 10    | 9000  | 627   | 9     | 7     | 7     | 5     | 22    | 15    |
| Blood Type:                     | B            |       | 20    | 19000 | 1035  | 16    | 12    | 14    | 9     | 23    | 15    |
| Limit Break:                    | Duel         |       | 30    | 29000 | 1435  | 22    | 17    | 19    | 14    | 25    | 16    |
| -----                           |              |       | 40    | 39000 | 1828  | 27    | 21    | 24    | 17    | 26    | 17    |
|                                 |              |       | 50    | 49000 | 2212  | 32    | 25    | 29    | 20    | 28    | 17    |
| Zell's Gloves:                  |              |       | 60    | 59000 | 2589  | 36    | 28    | 33    | 22    | 29    | 18    |
| -----                           |              |       | 70    | 69000 | 2958  | 40    | 30    | 36    | 24    | 31    | 18    |
| His weapons can inflict normal  |              |       | 80    | 79000 | 3320  | 43    | 32    | 38    | 26    | 32    | 19    |
| critical hits that inflict 100% |              |       | 90    | 89000 | 3673  | 45    | 33    | 40    | 26    | 34    | 20    |
| additional damage for 2x the    |              |       | 100   | 99000 | 4018  | 47    | 33    | 42    | 27    | 35    | 20    |
| total damage.                   |              |       | ----- |       |       |       |       |       |       |       |       |

Zell's Limit Break: Duel

Depending on his Crisis Level, Zell gains a certain amount of time to perform combo's in:

Crisis Level 1: 4.66 Seconds (Always starts with Punch Rush)

Crisis Level 2: 6.66 Seconds (Always starts with Punch Rush)

Crisis Level 3: 9.33 Seconds (Always starts with Booya)

Crisis Level 4: 12 Seconds (Always starts with Booya)

|                   |                                 |                 |  |
|-------------------|---------------------------------|-----------------|--|
| -----             |                                 | -----           |  |
| Limit Break Name: | Button Combination:             | How to get:     |  |
| =====             | =====                           | =====           |  |
| Punch Rush        | Circle, X                       | Initial Attack  |  |
| Booya             | Right, Left                     | Initial Attack  |  |
| Heel Drop         | Up, Down                        | Initial Attack  |  |
| Mach Kick         | Left, Left, Circle              | Initial Attack  |  |
| Dolphin Blow      | L1, R1, L1, R1                  | Combat King 001 |  |
| Meteor Strike     | Down, Circle, Up, Circle        | Combat King 002 |  |
| =====             | =====                           | =====           |  |
| Burning Rave*     | Down, Down, Down, Down, Circle  | Initial Attack  |  |
| Meteor Barret*    | Up, X, Down, Triangle, Circle   | Combat King 003 |  |
| Different Beat*   | Triangle, Square, X, Circle, Up | Combat King 004 |  |

\* = Finishing Move; The combo ends after using this move.

NOTE: You do NOT need to have learned a move to being able to use it. Reading a Combat King only places the button inputs on the screen. If you haven't read the magazine yet for a certain move, the input will simply be INVISIBLE, but you can still PERFORM it!

|                  |                                                                         |
|------------------|-------------------------------------------------------------------------|
| Finisher's Name: | Combination: (Use whichever you can start with)                         |
| =====            | =====                                                                   |
| Burning Rave:    | 1. Punch Rush, Mach Kick, Punch Rush, Heel Drop/Meteor Strike           |
|                  | 2. Booya, Heel Drop, Meteor Strike, Booya                               |
| -----            | -----                                                                   |
| Meteor Barret:   | 1. Punch Rush, Dolphin Blow                                             |
|                  | 2. Booya, Heel Drop, Mach Kick, Heel Drop, Booya, Punch Rush, Mach Kick |
|                  | 3. Booya, Meteor Strike, Dolphin Blow, Mach Kick                        |
| -----            | -----                                                                   |
| Different Beat:  | 1. Punch Rush, (follow 2. or 3.)                                        |
|                  | 2. Booya, Heel Drop, Mach Kick, Heel Drop, Booya                        |
|                  | 3. Booya, Meteor Strike, Booya                                          |
| -----            | -----                                                                   |
| My Final Heaven: | 1. Punch Rush, (follow 2. or 3.)                                        |
|                  | 2. Booya, Heel Drop, Mach Kick, Punch Rush                              |
|                  | 3. Booya, Heel Drop, Meteor Strike                                      |
| -----            | -----                                                                   |

Below is a chart with the Attack Power of the Limit Breaks:

|                   |                                                     |           |
|-------------------|-----------------------------------------------------|-----------|
| Limit Break Name: | Attack Power:                                       | # Targets |
| =====             | =====                                               | =====     |
| Punch Rush:       | 16                                                  | 1         |
| -----             | -----                                               | -----     |
| Booya:            | 18                                                  | 1         |
| -----             | -----                                               | -----     |
| Heel Drop:        | 20                                                  | 1         |
| -----             | -----                                               | -----     |
| Mach Kick:        | 24                                                  | 1         |
| -----             | -----                                               | -----     |
| Dolphin Blow:     | 28                                                  | 1         |
| -----             | -----                                               | -----     |
| Meteor Strike:    | 25% of Enemy's current HP<br>(Gravity based attack) | 1         |
| -----             | -----                                               | -----     |
| Burning Rave:     | 48                                                  | All       |
| -----             | -----                                               | -----     |
| Meteor Barret:    | 52                                                  | 1         |
| -----             | -----                                               | -----     |
| Different Beat:   | 72                                                  | 1         |
| -----             | -----                                               | -----     |
| My Final Heaven:  | 50                                                  | All       |
| -----             | -----                                               | -----     |

Constantly performing Booya + Heel Drop has the best total damage output, and if you've maxed out Zell's Strength it will be much stronger than one finisher.



|                                 |  |              |  |       |       |       |       |       |       |       |       |       |
|---------------------------------|--|--------------|--|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| Age:                            |  | 27           |  | Level | Exp   | HP    | Str   | Vit   | Mag   | Spr   | Spd   | Luck  |
| Weapon:                         |  | Machine Gun  |  | ===== | ===== | ===== | ===== | ===== | ===== | ===== | ===== | ===== |
| Height:                         |  | 174cm (5'9") |  | 10    | 9000  | 577   | 9     | 8     | 8     | 7     | 24    | 15    |
| Birthdate:                      |  | January 3    |  | 20    | 19000 | 1005  | 16    | 14    | 15    | 13    | 25    | 15    |
| Blood Type:                     |  | B            |  | 30    | 29000 | 1425  | 22    | 19    | 21    | 18    | 27    | 16    |
| Limit Break:                    |  | Desperado    |  | 40    | 39000 | 1838  | 28    | 24    | 26    | 22    | 28    | 17    |
| -----                           |  | '            |  | 50    | 49000 | 2242  | 33    | 28    | 31    | 26    | 30    | 18    |
|                                 |  |              |  | 60    | 59000 | 2639  | 37    | 32    | 35    | 29    | 31    | 18    |
| Laguna's Machine Gun:           |  |              |  | 70    | 69000 | 3028  | 41    | 35    | 39    | 32    | 33    | 19    |
| -----                           |  |              |  | 80    | 79000 | 3410  | 44    | 37    | 42    | 33    | 34    | 20    |
| His weapon can inflict normal   |  |              |  | 90    | 89000 | 3783  | 46    | 39    | 44    | 35    | 36    | 20    |
| critical hits that inflict 100% |  |              |  | 100   | 99000 | 4148  | 48    | 41    | 46    | 36    | 37    | 21    |

Ward's Limit Break: Massive Anchor | Power = 140

Like all guest-characters, this Limit goes all by itself without you having to perform any commands. Massive Anchor hits all enemies.

| Character Data:                              |                     | Base Battle Stats: |       |       |       |       |       |       |       |       |       |
|----------------------------------------------|---------------------|--------------------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| -----                                        |                     | -----              |       |       |       |       |       |       |       |       |       |
| Age:                                         | 18                  |                    | Level | Exp   | HP    | Str   | Vit   | Mag   | Spr   | Spd   | Luck  |
| Weapon:                                      | Gunblade (Hyperion) |                    | ===== | ===== | ===== | ===== | ===== | ===== | ===== | ===== | ===== |
| Height:                                      | 188cm (6'2")        |                    | 10    | 9000  | 821   | 10    | 8     | 9     | 10    | 18    | 13    |
| Birthdate:                                   | December 22         |                    | 20    | 19000 | 1400  | 17    | 14    | 15    | 16    | 21    | 13    |
| Blood Type:                                  | O                   |                    | 30    | 29000 | 1980  | 23    | 19    | 21    | 20    | 24    | 14    |
| Limit Break:                                 | Fire Cross          |                    | 40    | 39000 | 2553  | 29    | 24    | 26    | 25    | 27    | 15    |
| -----                                        |                     |                    | 50    | 49000 | 3117  | 34    | 28    | 30    | 28    | 30    | 16    |
|                                              |                     |                    | 60    | 59000 | 3674  | 38    | 32    | 34    | 32    | 33    | 16    |
| Seifer's Gunblade (Hyperion):                |                     |                    | 70    | 69000 | 4223  | 41    | 34    | 38    | 34    | 36    | 17    |
| -----                                        |                     |                    | 80    | 79000 | 4765  | 44    | 37    | 41    | 36    | 39    | 18    |
| His weapon cannot inflict normal             |                     |                    | 90    | 89000 | 5298  | 46    | 38    | 43    | 37    | 42    | 18    |
| critical hits. Instead you can use           |                     |                    | 100   | 99000 | 5823  | 48    | 39    | 45    | 38    | 45    | 19    |
| the gunblade trigger to inflict an           |                     |                    | ----- |       |       |       |       |       |       |       |       |
| additional 50% damage just like with Squall. |                     |                    |       |       |       |       |       |       |       |       |       |

Seifer's Limit Break: Fire Cross; No Mercy | Power = 80

Like all guest-characters, this Limit goes all by itself without you having to perform any commands. No Mercy hits all enemies with an attack power of 80.

Note: Seifer's Limit Break is the only Limit Break that can appear when his HP is only at 84% of his HP or lower, compared to 32% or lower for others.

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|| {C2.5} Edea Kramer ||

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| Character Data:               |            |  | Base Battle Stats: |       |       |       |       |       |       |       |       |
|-------------------------------|------------|--|--------------------|-------|-------|-------|-------|-------|-------|-------|-------|
| -----.                        |            |  | -----.             |       |       |       |       |       |       |       |       |
| Age:                          | ?          |  | Level              | Exp   | HP    | Str   | Vit   | Mag   | Spr   | Spd   | Luck  |
| Weapon:                       | ---        |  | =====              | ===== | ===== | ===== | ===== | ===== | ===== | ===== | ===== |
| Height:                       | ?          |  | 10                 | 9000  | 566   | 6     | 2     | 18    | 14    | 18    | 11    |
| Birthdate:                    | ?          |  | 20                 | 19000 | 954   | 12    | 5     | 25    | 20    | 19    | 11    |
| Blood Type:                   | ?          |  | 30                 | 29000 | 1334  | 18    | 7     | 31    | 25    | 21    | 12    |
| Limit Break:                  | Ice Strike |  | 40                 | 39000 | 1707  | 23    | 10    | 36    | 30    | 22    | 12    |
| -----'                        |            |  | 50                 | 49000 | 2071  | 27    | 12    | 41    | 34    | 24    | 13    |
|                               |            |  | 60                 | 59000 | 2428  | 31    | 14    | 45    | 37    | 25    | 13    |
| Edea's Magic:                 |            |  | 70                 | 69000 | 2777  | 34    | 16    | 48    | 40    | 27    | 14    |
| -----                         |            |  | 80                 | 79000 | 3119  | 37    | 17    | 51    | 42    | 28    | 14    |
| Her weapon can inflict normal |            |  | 90                 | 89000 | 3452  | 39    | 18    | 54    | 44    | 30    | 15    |
| critical hits which do 100%   |            |  | 100                | 99000 | 3777  | 41    | 20    | 55    | 45    | 31    | 15    |
| additional damage for 2x the  |            |  | '-----'            |       |       |       |       |       |       |       |       |
| total damage.                 |            |  |                    |       |       |       |       |       |       |       |       |

Edea's Limit Break: Sorcery: Ice Strike | Power = 120





## Initial Seed Ranking

=====

At the start of the game, you'll have to do several things of which most have an effect on your initial Seed Score.

### Conduct:

=====

|                 | Seed   | Conduct  |
|-----------------|--------|----------|
| Time Remaining: | Score: | Modifier |
| =====           | =====  | =====    |
| 25:00 or more   | 100    | 80       |
| 24:59-24:00     | 90     | 70       |
| 23:59-23:00     | 80     | 60       |
| 22:59-20:00     | 70     | 50       |
| 19:59-19:00     | 60     | 30       |
| 18:59-17:00     | 50     | 20       |
| 16:59-15:00     | 40     | 10       |
| 14:59-10:00     | 30     | 0        |
| 9:50-6:00       | 20     | -30      |
| 5:59-3:00       | 10     | -50      |
| 2:59-0:00       | 0      | -100     |

### Judgment:

=====

|                 | Seed   | Judgment  |
|-----------------|--------|-----------|
| Time Remaining: | Score: | Modifier: |
| =====           | =====  | =====     |
| 0:00-0:07       | 100    | 100       |
| 0:08-0:29       | 90     | 80        |
| 0:30-0:59       | 80     | 70        |
| 1:00-1:59       | 70     | 50        |
| 2:00-2:59       | 60     | 30        |
| 3:00-9:59       | 50     | 0         |
| 10:00-10:59     | 40     | -50       |
| 11:00-11:59     | 30     | -60       |
| 12:00-12:59     | 20     | -70       |
| 13:00-13:59     | 10     | -90       |
| 14:00-14:59     | 5      | -90       |
| 15:00+          | 0      | -100      |

### Attack:

=====

|                        | Seed   | Attack    |
|------------------------|--------|-----------|
| Number of Enemy Kills: | Score: | Modifier: |
| =====                  | =====  | =====     |
| 75+                    | 100    | 100       |
| 50-74                  | 80     | 75        |
| 25-49                  | 80     | 50        |
| 20-24                  | 50     | 50        |
| 15-19                  | 30     | 0         |
| 10-14                  | 20     | -50       |
| 0-9                    | 0      | -100      |

### Spirit:

=====

|                    | Seed   | Spirit    |
|--------------------|--------|-----------|
| Number of Escapes: | Score: | Modifier: |
| =====              | =====  | =====     |
| 1                  | 100    | 100       |
| 2                  | 90     | 80        |
| 3-4                | 80     | 70        |
| 5-9                | 70     | 50        |
| 10+                | 60     | 30        |

### Notes:

-----

- For Conduct, the table simply indicates your score based on how much time you have left to reach shore.
- For Judgment, the table also indicates the time left on the timer. You can let the screen stay on the 'Naming Ifrit' screen for a long time to ensure the best possible score here.
- For Attack, the table simply indicates how many enemies you must kill for the corresponding score.

### Attitude:

=====

|                   | Seed   | Attitude  |
|-------------------|--------|-----------|
| Total Deductions: | Score: | Modifier: |
| =====             | =====  | =====     |
| 0                 | 100    | 100       |
| 1-8               | 80     | 70        |
| 9-13              | 70     | 50        |
| 14-17             | 50     | 30        |
| 18-24             | 30     | 0         |
| 25-29             | 10     | -50       |
| 30-39             | 10     | -60       |
| 40-49             | 10     | -80       |
| 50 or more        | 10     | -100      |

- For Spirit, the table indicates what your score will be when you have a certain amount of escapes. There is one mandatory escape in the entire game; The fight X-ATM092 battle. You can run from all other encounters. At the screen \*after\* the one with the cliff Selphie jumped off, around halfway this

screen, \*walk\* down the stairs, so you won't get out of balance. On the bridge, run over it normally until you hear X-ATM092 jumping over you. Run in the opposite direction until you hear it jump over you again. Now run over the bridge as usual.

- For Attitude, there are many things that affect the deductions:

|                                                                                                                                                                                      |                                                                              |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------|
| Talking to anyone from the moment that Squall has his SeeD Uniform on. This includes even Cid, instructors and other 'important' people. You are allowed to talk to Zell and Seifer. | [1 Deduction] for each time you talk to someone unlegitimately.              |
| Disregarding Seifer's order in the submarine.                                                                                                                                        | [1 Deduction] if you disregard the order.                                    |
| Moving toward the Communication's Tower before Seifer orders you to.                                                                                                                 | [1 Deduction]                                                                |
| Talking to Biggs after defeating him.                                                                                                                                                | [2 Deductions]                                                               |
| Jump off 'Selphie's Cliff'.                                                                                                                                                          | [5 Deductions]                                                               |
| *Fail to save the dog from X-ATM092 (Save him by 'talking' to it)                                                                                                                    | [10 Deductions]<br>*If you destroy X-ATM092, the dog is automatically saved. |
| Hiding in the café when X-ATM092 passes (If X-ATM092 is destroyed, this is not a possible scenario)                                                                                  | [20 Deductions]                                                              |

Bonus:

=====

If you destroy X-ATM092, you'll add a whole +1 SeeD Level to your ranking.

Calculating your Initial SeeD Score

=====

Initial Rank = ([500 + Sum of Modifiers]/100) + Bonus

Min & Max Rank = 1 & 10

The above formula is what you must use to calculate your SeeD Rank. The tables above show both SeeD Scores and Modifier Scores. The SeeD Scores are what you will see on your rapportage in-game. The Modifier Scores are what you need to input in the above formula.

Example: Judgment = 0:00 time remaining = 100 Modifier  
 ----- Conduct = 20:05 time remaining = 50 Modifier  
           Attack = 25 Kills total = 50 Modifier  
           Spirit = 1 Escape = 100 Modifier  
           Attitude = No Deductions = 100 Modifier  
           Bonus = X-ATM092 Destroyed = Bonus = +1

([500 + 400]/100) = 9 + 1 = 10, the Max Initial Rank!

Note: SeeD Rank is always rounded down. For example, 9.5 becomes 9.

Gaining SeeD Experience

- ```
=====
```
1. One enemy defeated = +1 SeeD Experience (Note: GF kills don't count)
  2. SeeD Salary paid = -10 SeeD Experience
  3. Passing a SeeD Exam = Your SeeD Experience is rounded to the next Level. So should you have 2300 SeeD Exp or 2390 SeeD Exp, in both cases you'll have 2400 SeeD Exp after the test, which means Seed Rank 24.
  4. There are several in-game events that can increase or decrease your SeeD Exp by a certain amount. These are the events, there are 10 in total:

### Events that affect SeeD Experience

- ```
=====
```
1. [Seed Rank: -1]: Showing off your Gunblade to the two students sitting on the floor outside the classroom on the 2nd floor of Balamb Garden. Even though you don't have a SeeD rank yet, this will later be deducted.
  2. [Seed Rank: -1]: Trying to sneak out of Balamb Garden during the night of the SeeD graduation. If you try to leave 3 times, your rank will drop.
  3. The Timber Train Mission: Depending on how often you are caught by the guards, your SeeD rank can increase, stay the same, or decrease, see below:

| # Detected: | SeeD Rank: |
|-------------|------------|
| -----       | -----      |
| 0 times     | +1         |
| 1-9 times   | No effect  |
| 10+ times   | -1         |

4. [Seed Rank: -1]: When you escape from the Tomb of the Unknown King with the option of leaving (available from the map).
5. The Missile Base Mission: There are three factors here which affect the SeeD Exp score you'll get at the end of this mission. You start with 200 SeeD Exp for this mission, and the following can deduct points from this:

| Where the event occurs:                                                                        | Effect on the initial 200 SeeD Exp:                                                                          |
|------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------|
| -----                                                                                          | -----                                                                                                        |
| In the missile hangar, give the correct info to the two inspectors and soldier                 | Give wrong info: -7 SeeD Exp<br>Give correct info: No deduction                                              |
| -----                                                                                          | -----                                                                                                        |
| Several points at the mission, about talking your way out or fighting                          | Choose to fight: -105 SeeD Exp<br>Choose to be disguised: No deduction                                       |
| -----                                                                                          | -----                                                                                                        |
| Setting the timer between 10 and 40 minutes before detonation                                  | 10 minutes: No deduction<br>20 minutes: -15 SeeD Exp<br>30 minutes: -45 SeeD Exp<br>40 minutes: -75 SeeD Exp |
| -----                                                                                          | -----                                                                                                        |
| An additional penalty is given if you get a deduction in more than one of the above categories | One/No Penalties: No deduction<br>2+ Penalties: Random deduction [between -3 and -8 SeeD Exp]                |
| -----                                                                                          | -----                                                                                                        |

6. [Seed Rank: -1] After defeating NORG. In Balamb Garden there will be a boy on the 2nd floor outside the classroom. If you cast the Blizzard magic, Aki will scold you and your rank decreases by 1.
7. [SeedExp: +20] Complete the Master Fisherman's Quest in Fisherman's Horizon (see the Sidequest section for this) and you'll gain +20 SeeD Exp, which is

only .2 Seed Rank, yet still a neat little extra.

8. Finding the Captain in Balamb. Depending on which method you use to find the Captain, you'll get a certain amount of Seed Experience:

| Method:           | Seed Exp Gained: |
|-------------------|------------------|
| -----             | -----            |
| "Board the train" | +65 Seed Exp     |
| "Use the dog"     | +100 Seed Exp    |

9. [Seed Exp: +50] Complete the Shumi Village 'Stone Collecting Quest', and you will get an increase of +50 Seed Exp (and a Phoenix Pinion). The Shumi Quest isn't over yet, but this part is, and the rest doesn't give you any more Seed Exp.

10. [Seed Rank: +1] Defeating Ultima Weapon in the Deep Sea Research Center nets you an increase of a whole Seed Rank.

Note: In summary, you can increase your Seed Rank with a total of 4.7 if you do ----- all in-game events perfectly. I suggest you wait with defeating Ultima Weapon, however, due to the useful encounters in the Research Center.

#### The Seed Exams

=====

You can take Seed Exams after you receive your initial Seed Rank. You can only do Seed Ranks up to Squall's Charactet Level. If he's Level 20, you can do all tests up to and including 20. Once he's 21, you can do #21, etc. Below are all the answers for the written Seed Exams:

| Exam #:  | Answers:      | Exam #:  | Answers:      | Exam #   | Answers:      |
|----------|---------------|----------|---------------|----------|---------------|
| =====    | =====         | =====    | =====         | =====    | =====         |
| Exam #1  | YN YYY NNY NN | Exam #11 | YY NYY NYN NY | Exam #21 | YY YYN NYN YN |
| Exam #2  | YN YYY NYN NN | Exam #12 | NY NNY NYN YN | Exam #22 | NN NYN NNY YN |
| Exam #3  | NN YNY YYN YN | Exam #13 | YN NNY NNN NN | Exam #23 | YN NNN YYY YY |
| Exam #4  | NY YYN NYN NN | Exam #14 | YY YYN YYN YN | Exam #24 | YY NNY YNN NY |
| Exam #5  | NN NYN NNY YY | Exam #15 | YY NNN NNY NY | Exam #25 | YN YYY NNY NN |
| Exam #6  | YN YYN NYN NY | Exam #16 | YN NYN YNN YN | Exam #26 | YY NYN YNY NN |
| Exam #7  | YY YYY YNY YN | Exam #17 | YN NNY NNY NN | Exam #27 | NY NNN NYN YN |
| Exam #8  | NY NNY YNN YN | Exam #18 | YN NNY NNN NN | Exam #28 | YN NYN YNY NN |
| Exam #9  | NY NNN NNN YY | Exam #19 | YN NYN NNN NY | Exam #29 | NN NYN NNN YN |
| Exam #10 | YN NNN NNN YN | Exam #20 | YY NYN YYY NN | Exam #30 | NY NNN NYN NN |
| -----    | -----         | -----    | -----         | -----    | -----         |

Note: Spacing between answers is only so it's better readable. Nothing else.

#### The Seed Salary

=====

The Seed Salary is paid after you make 24575 steps. This is a fixed number, and you'll always get paid at that time. Your Seed Exp will drop by 10. This is 1/10th of a Seed Rank. As noted before, kill creatures to raise your Seed Exp. One step visually is generally 3-5 steps technically. With riding a Chocobo on the World Map, steps are generally 7-8 technically. Moving Cars also counts as steps, but moving Balamb Garden or the Ragnarok doesn't count.

| Rank #: | Salary: | Rank #: | Salary: | Exam # | Salary: |
|---------|---------|---------|---------|--------|---------|
| -----   | -----   | -----   | -----   | -----  | -----   |



|            |  |     |  |              |  |          |                               |
|------------|--|-----|--|--------------|--|----------|-------------------------------|
| [1:5]      |  |     |  |              |  |          |                               |
| Quake      |  | All |  | 40           |  | Earth    | ---  Dino Bone                |
| [1:20]     |  |     |  |              |  |          |                               |
| Tornado    |  | All |  | 38           |  | Wind     | ---  Windmill                 |
| [1:20]     |  |     |  |              |  |          |                               |
| Ultima     |  | All |  | 80           |  | ---      | ---  Dark Matter              |
| [1:100]*   |  |     |  |              |  |          |                               |
| Cure       |  | 1   |  | 18           |  | ---      | ---  M-Stone Piece            |
| [1:5]      |  |     |  |              |  |          |                               |
| Cura       |  | 1   |  | 36           |  | ---      | ---  Magic Stone              |
| [1:5]      |  |     |  |              |  |          |                               |
| Curaga     |  | 1   |  | 60           |  | ---      | ---  Tent                     |
| [1:10]     |  |     |  |              |  |          |                               |
| Life       |  | 1   |  | 12.5% Max HP |  | ---      | ---  Life Ring                |
| [1:20]     |  |     |  |              |  |          |                               |
| Full-Life  |  | 1   |  | 100% Max HP  |  | ---      | ---  Regen Ring               |
| [1:20]     |  |     |  |              |  |          |                               |
| Regen      |  | 1   |  | 5% Max HP    |  | ---      | Regen  Mesmerize Blade        |
| [1:20]     |  |     |  |              |  |          |                               |
| Esuna      |  | 1   |  | ---          |  | ---      | ---  M-Stone Piece            |
| [1:5]      |  |     |  |              |  |          |                               |
| Dispel     |  | 1   |  | ---          |  | ---      | ---  Magic Stone              |
| [1:5]      |  |     |  |              |  |          |                               |
| Protect    |  | 1   |  | ---          |  | ---      | Protect  Turtle Shell         |
| [1:30]     |  |     |  |              |  |          |                               |
| Shell      |  | 1   |  | ---          |  | ---      | Shell  Rune Armlet            |
| [1:40]     |  |     |  |              |  |          |                               |
| Reflect    |  | 1   |  | ---          |  | ---      | Reflect  Dragon Skin          |
| [1:20]     |  |     |  |              |  |          |                               |
| Aura       |  | 1   |  | ---          |  | ---      | Aura  Fury Fragment           |
| [1:5]      |  |     |  |              |  |          |                               |
| Double     |  | 1   |  | ---          |  | ---      | Double  Dragon Fin            |
| [1:20]     |  |     |  |              |  |          |                               |
| Triple     |  | 1   |  | ---          |  | ---      | Triple  Samantha Soul         |
| [1:60]     |  |     |  |              |  |          |                               |
| Haste      |  | 1   |  | ---          |  | ---      | Haste  Lightweight            |
| [1:20]     |  |     |  |              |  |          |                               |
| Slow       |  | 1   |  | ---          |  | ---      | Slow  Magic Stone             |
| [1:5]      |  |     |  |              |  |          |                               |
| Stop       |  | 1   |  | ---          |  | ---      | Stop  Wizard Stone            |
| [1:5]      |  |     |  |              |  |          |                               |
| Blind      |  | 1   |  | ---          |  | ---      | Darkness Ochu Tentacle [1:30] |
| Confuse    |  | 1   |  | ---          |  | ---      | Confuse  Betrayal Sword       |
| [1:20]     |  |     |  |              |  |          |                               |
| Sleep      |  | 1   |  | ---          |  | ---      | Sleep  Sleep Powder           |
| [1:20]     |  |     |  |              |  |          |                               |
| Silence    |  | 1   |  | ---          |  | ---      | Silence  M-Stone Piece        |
| [1:5]      |  |     |  |              |  |          |                               |
| Break      |  | 1   |  | ---          |  | ---      | Break                         |
| Cockatrice |  |     |  |              |  |          |                               |
|            |  |     |  |              |  |          | Pinion [1:20]                 |
| Death      |  | 1   |  | ---          |  | ---      | Death  Saw Blade              |
| [1:30]     |  |     |  |              |  |          |                               |
| Drain      |  | 1   |  | 26           |  | ---      | Drain  Vampire Fang           |
| [1:20]     |  |     |  |              |  |          |                               |
| Pain       |  | 1   |  | ---          |  | ---      | Poison  Curse Spike           |
| [1:10]     |  |     |  |              |  |          |                               |
|            |  |     |  |              |  | Darkness |                               |
|            |  |     |  |              |  | Silence  |                               |
| Berserk    |  | 1   |  | ---          |  | ---      | Berserk  Magic Stone          |



Removed by: Antidote, Remedy, Remedy+, Elixir, Megalixir, Tent, Cottage, Esuna, Treatment

#### Status Name: Petrify

=====

Visuals: Character becomes a stone statue.

Effect: Character's ATB bar stops and Character is flagged as dead when under this status. Enemies that are petrified do not drop EXP, AP, or any items.

Duration: Permanently; Until cured

Prevention: - Ribbon Ability  
- Invincibility Status  
- 100x Break to ST-Def-J (100% Def)  
- 100x Esuna to ST Def-J (20% Def)  
- 100x Reflect to ST Def-J (25% Def)

Inflicted by: Break, Acid, Bad Breath

Removed by: Soft, Remedy, Remedy+, Elixir, Megalixir, Tent, Cottage, Esuna, Treatment

#### Status Name: Darkness

=====

Visuals: Dark cloud whirls above a character's head

Effect: Accuracy is decreased, physical attacks miss more often

Duration: Permanently; Until cured, Death, Petrify

Prevention: - Ribbon Ability  
- Invincibility Status  
- 100x Blind to ST Def-J (100% Def)  
- 100x Esuna to ST Def-J (20% Def)  
- 100x Reflect to ST Def-J (25% Def)  
- 100x Pain to ST Def-J (100% Def)

Inflicted by: Blind, Pain, Doomtrain, Acid, Bad Breath, Dark Shot

Removed by: Eye Drop, Remedy, Remedy+, Elixir, Megalixir, Tent, Cottage, Esuna, Treatment

#### Status Name: Silence

=====

Visuals: Character has a speech box with (...) in it.

Effect: Character cannot use magic or GF's.

Duration: Permanent; Until cured, Death, Petrify

Prevention: - Ribbon Ability  
- Invincibility Status  
- Angel Wing Status/Limit Break  
- 100x Silence to ST Def-J (100% Def)  
- 100x Pain to ST Def-J (100% Def)  
- 100x Esuna to ST Def-J (20% Def)  
- 100x Reflect to ST Def-J (25% Def)

Inflicted by: Silence, Pain, Siren, Doomtrain, Acid, Bad Breath, Dark Shot

Removed by: Echo Screen, Remedy, Remedy+, Elixir, Megalixir, Tent, Cottage, Esuna, Treatment

#### Status Name: Berserk

=====

Visuals: Character flashes red and looks 'hot'

Effect: Character goes in a frenzy, and will automatically use a physical attack when he/she gets a turn. Physical Damage = x1.5

Duration: Until the end of the battle, Until cured, Death, Petrify



Prevention: - Ribbon Ability  
- Invincibility Status  
- Angel Wing Status/Limit Break  
- 100x Berserk to ST Def-J (100% Def)  
- 100x Holy to ST Def-J (40% Def)  
- 100x Esuna to ST Def-J (20% Def)  
- 100x Reflect to ST Def-J (25% Def)  
Inflicted by: Berserk, Doomtrain, Bad Breath, Mad Rush  
Removed by: Remedy, Remedy+, Elixir, Megalixir, Esuna, Treatment

Status Name: Zombie

=====

Visuals: Character's body turns dark green  
Effect: Character is flagged as 'Undead', Restorative Items/Magic deal damage now, Death magic does nothing  
Duration: Permanently, Until cured, Death (KO in this case), Petrify  
Prevention: - Ribbon Ability  
- Invincibility Status  
- 100x Holy to ST Def-J (40% Def)  
- 100x Zombie to ST Def-J (100% Def)  
Inflicted by: Zombie, Bad Breath  
Removed by: Holy Water, Remedy, Remedy+, Elixir, Megalixir, Tent, Cottage, Esuna, Treatment

Status Name: Sleep

=====

Visuals: Character has Zzz.. above their head.  
Effect: Character is asleep and does not get any turns, Evasion = 0%  
Duration: Until end of the battle, Until cured, Death, Petrify  
Prevention: - Ribbon Ability  
- Invincibility Status  
- 100x Sleep to ST-Def-J (100% Def)  
- 100x Holy to ST Def-J (40% Def)  
- 100x Esuna to ST-Def-J (20% Def)  
- 100x Reflect to ST-Def-J (25% Def)  
Inflicted by: Sleep, Doomtrain, Bad Breath, Dark Shot  
Removed by: Physical Attack, Esuna, Remedy, Remedy+, Elixir, Megalixir, Treatment

Status Name: Slow

=====

Visuals: Character's movements are slower  
Effect: Character's ATB Bar fills with half the normal speed.  
Duration: Until end of the battle, Until cured, Death, Petrify  
Prevention: - Ribbon Ability  
- Invincibility Status  
- Auto-Haste  
- 100x Slow to ST-Def-J (100% Def)  
- 100x Esuna to ST-Def-J (20% Def)  
- 100x Reflect to ST-Def-J (25% Def)  
Inflicted by: Slow, Doomtrain, Bad Breath, Dark Shot  
Removed by: Remedy, Remedy+, Elixir, Megalixir, Haste, Stop, Esuna, Treatment

Status Name: Stop

=====

Visuals: Character's movements are stopped

Effect: Character's ATB Bar stops  
Duration: Duration of a few turns, Until cured  
Prevention: - Ribbon Ability  
- Invincibility Status  
- Auto-Haste  
- 100x Stop to ST-Def-J (100% Def)  
- 100x Esuna to ST-Def-J (20% Def)  
- 100x Reflect to ST-Def-J (25% Def)  
Inflicted by: Stop, Doomtrain, Bad Breath  
Removed by: Remedy, Remedy+, Elixir, Megalixir, Esuna, Haste, Slow, Treatment

Status Name: Doom

=====

Visuals: Character gets a red timer about their head starting at 24.  
Effect: Character is inflicted with Sudden Death when the timer hits 0.  
Duration: Time Duration of a few turns, Until cured, Death, Petrify,  
Until end of battle  
Prevention: - Ribbon Ability  
- Invincibility Status  
- Zombie Status  
Inflicted by: Doom, Bad Breath, Doomtrain  
Removed by: Remedy+, Elixir, Treatment

Status Name: Slow Petrify

=====

Visuals: Character gets a white timer of 20 seconds above their head.  
Character becomes a stone statue when it reaches zero.  
Effect: Character's ATB bar stops and Character is flagged as dead when  
under this status. Enemies that are petrified do not drop EXP,  
AP, or any items.  
Duration: Permanently; Until cured, Death, Petrify  
Prevention: - Ribbon Ability  
- Invincibility Status  
- 100x Break to ST Def-J (100% Def)  
- 100x Esuna to ST Def-J (20% Def)  
- 100x Reflect to ST Def-J (25% Def)  
Inflicted by: Doomtrain, Bad Breath, [Iguion's Magma Breath],  
[Cockatrice's {Beak}]  
Removed by: Soft, Remedy, Remedy+, Elixir, Megalixir, Tent, Cottage, Esuna,  
Treatment

Status Name: Confuse

=====

Visuals: Character circles around on their spot  
Effect: Control over the character is lost. This character will attack  
anyone at random.  
Duration: Until the end of the battle  
Until cured  
Prevention: - Ribbon Ability  
- Invincibility Status  
- 100x Confuse to ST Def-J (100% Def)  
- 100x Holy to ST Def-J (40% Def)  
- 100x Esuna to ST Def-J (20% Def)  
- 100x Reflect to ST Def-J (25%)  
Inflicted by: Confuse, Doomtrain, Bad Breath  
Removed by: Soft, Remedy, Remedy+, Elixir, Megalixir, Esuna, Treatment

Status Name: Drain

=====

Visuals: Deals damage and absorbs the damage  
Effect: Absorbs damage, absorbing from undead deals damage  
Duration: ---  
Prevention: - Invincibility Status  
- 100x Drain to ST Def-J (100% Def)  
- 100x Dispel to ST Def-J (50% Def)  
- 100x Holy to ST Def-J (40% Def)  
Inflicted by: Drain, Absorb  
Removed by: ---

Status Name: Blow Away

=====

Visuals: Target is either cut in half (Zantetsuken), lifted out of battle by a pair of wings (Rapture), or flashed out of battle (Degenerator).  
Effect: Target is removed from battle  
Duration: ---  
Prevention: ---  
Removed by: ---

Note: Immune enemies are few: Tonberry, Grat, Cactuar, Vysage, Lefty, Righty, PuPu, UFO, and E-Soldier (cyborg).

Status Name: Curse

=====

Visuals: Character's body turns blackish  
Effect: Character cannot perform Limit Breaks at all  
Duration: Until cured, Until the end of battle  
Prevention: - Ribbon Ability  
- 100x Pain to ST-Def-J (100% Def)  
- 100x Aura to ST-Def-J (100% Def)  
- 100x Holy to ST-Def-J (40% Def)  
- 100x Esuna to ST-Def-J (20% Def)  
Inflicted by: Some enemy attacks  
Removed by: Holy Water, Remedy, Remedy+, Elixir, Megalixir, Esuna, Aura, Treatment

Status Name: Vitality 0

=====

Visuals: Character's body turns yellow  
Effect: Character's Vitality AND Spirit become 0  
Duration: Until cured, Death, Petrify  
Prevention: - Ribbon Ability  
- Invincibility Status  
Inflicted by: Meltdown, Doomtrain, Acid, Bad Breath  
Removed by: Remedy+, Elixir, Megalixir, Esuna, Treatment

Status Name: Gravity

=====

Visuals: ---  
Effect: Damage of an attack is a % of the Target's Max HP (like Demi)  
Duration: ---  
Prevention: - Invincibility Status  
Inflicted by: Demi, Micro Missile, Meteor Strike

Removed by: ---

Status Name: The End

=====

Visuals: The enemy is put to rest in a field of flowers  
Effect: Kills any enemy that is not undead  
Duration: ---  
Prevention: ---  
Inflicted by: The End  
Removed by: ---

```
Oo--*--*--*--*--*--*--*--*--*--*--*--*--oO
||      Postitive Status Effects      ||
Oo--*--*--*--*--*--*--*--*--*--*--*--*--oO
```

Status Name: Aura

=====

Visuals: Character's body turns golden  
Effect: Character can always perform Limit Breaks  
Duration: Time Duration of a few turns  
Inflicted by: Aura, Mighty Guard, Aura Stone  
Removed by: Dispel, Curse, Time Duration

Status Name: Protect

=====

Visuals: When hit with a physical attack, a blue barrier appears  
Effect: Reduces physical damage by 50%  
Duration: Time Duration of a few turns, Death, Petrify  
Inflicted by: Protect, Mighty Guard, Wall, Auto-Protect, Protect Stone, Mad Rush  
Removed by: Dispel, Time Duration

Status Name: Shell

=====

Visuals: When hit with a magical attack, a blue barrier appears  
Effect: Reduces magical damage by 50%  
Duration: Time Duration of a few turns, Death, Petrify  
Inflicted by: Shell, Mighty Guard, Wall, Auto-Shell, Shell Stone  
Removed by: Dispel, Time Duration

Status Name: Haste

=====

Visuals: ATB bar turns red, character moves faster  
Effect: Fills the ATB bar 1.5x as fast  
Duration: Time Duration of a few turns, Death, Petrify  
Inflicted by: Haste, Mighty Guard, Auto-Haste, Mad Rush  
Removed by: Dispel, Slow, Stop

Status Name: Reflect

=====

Visuals: When target is hit with reflectable magic, a green barrier shows  
Effect: Most magic is reflected back to the caster. Magic that cannot be reflected: Dispel, Tornado, Quake, Drain, Meteor, Ultima, Scan, Apocalypse.

Duration: Time Duration of a few turns, Death, Petrify  
Inflicted by: Reflect, Auto-Reflect, Carbuncle  
Removed by: Dispel

Status Name: Float

=====

Visuals: Target floats  
Effect: Earth magic will miss  
Duration: Until end of the battle, Death, Petrify  
Inflicted by: Float, Mighty Guard  
Removed by: Dispel

Status Name: Regen

=====

Visuals: Target is periodically healed  
Effect: Target gains 5% of their Max HP between turns  
Duration: Until end of the battle, Death, Petrify  
Inflicted by: Regen, Mighty Guard  
Removed by: Dispel

Status Name: Double

=====

Visuals: The number 2 appears in character's magic menu  
Effect: Character can cast magic twice in a turn  
Duration: Until end of the battle, Death, Petrify  
Inflicted by: Double, Cerberus  
Removed by: Dispel

Status Name: Triple

=====

Visuals: The number 3 appears in character's magic menu  
Effect: Character can cast magic three times in a turn  
Duration: Until end of the battle, Death, Petrify  
Inflicted by: Triple, Cerberus  
Removed by: Dispel

Status Name: Defend

=====

Visuals: Character stands defensively  
Effect: Physical Attacks taken do 0 damage; Magical Attacks taken inflict 50% damage.  
Duration: One turn  
Inflicted by: Defend  
Removed by: Time Duration

Status Name: Angel Wing

=====

Visuals: A pair of wings on Rinoa's back indicate this is in effect  
Effect: This is one of Rinoa's Limit Breaks: Rinoa will be out of control and cast magic from her stock (with 5x the normal power) which is not reduced from your stock. Rinoa is immune to Berserk, Silence and Confuse status effects during Angel Wing.  
Duration: Until end of the battle, Time duration  
Inflicted by: Angel Wing

|               |                                                                                                                        |
|---------------|------------------------------------------------------------------------------------------------------------------------|
| Visuals:      | Target becomes transparant                                                                                             |
| Effect:       | Grants full immunity to all damage and removes any status effects (exception is if the character is already petrified) |
| Duration:     | Until end of the battle, Time duration                                                                                 |
| Inflicted by: | Hero-trial, Hero, Holy War-trial, Holy War, Invincible Moon                                                            |
| Removed by:   | ---                                                                                                                    |

```
00*-*-*-*-*-*-*=00=-*-*-*-*-*-*-*-*-*-*-*-*-o0*-*-*-*-*-*-*-*-*-*-o0  
|| {INF-4} Weapon Upgrades ||  
00=-*-*-*-*-*-*-*-*-*-*-*-*-o0
```

Note: You do not have to read magazines in order to be able to upgrade. Just  
----- having the items in your inventory unlocks the upgrade.

=====

| Name & Info:                 | Items Needed:    | Easy example location of items: |
|------------------------------|------------------|---------------------------------|
| Revolver                     | 6x M-Stone Piece | Card Mod Bite Bug [1:1]         |
| Attack: 11                   |                  | or Funguar [1:1]                |
| Hit%: 255%                   |                  |                                 |
| Limit Break(s): Rough Divide | 2x Screw         | Card Mod Geezard [1:5]          |
| Cost: 100 Gil                |                  |                                 |
| Shear Trigger                | 1x Steel Pipe    | Card Mod Elastoid [1:1]         |
| Attack: 14                   | 4x Screw         | Card Mod Geezard [1:5]          |
| Hit%: 255%                   |                  |                                 |
| Limit Break(s): Rough Divide |                  |                                 |
| Fated Circle                 |                  |                                 |
| Cost: 200 Gil                |                  |                                 |
| Cutting Trigger              | 1x Mesmerize     | Card Mod Mesmerize [1:1]        |
| Attack: 18                   | Blade            |                                 |
| Hit%: 255%                   | 8x Screw         | Card Mod Geezard [1:5]          |
| Limit Break(s): Rough Divide |                  |                                 |
| Fated Circle                 |                  |                                 |
| Cost: 400 Gil                |                  |                                 |
| Flame Saber                  | 1x Betrayal      | Card Mod Forbidden [1:1]        |
| Attack: 20                   | Sword            |                                 |
| Hit%: 255%                   | 1x Turtle Shell  | Card Mod Adamantoise [3:1]      |
| Limit Break(s): Rough Divide | 4x Screw         | Card Mod Geezard [1:5]          |
| Fated Circle                 |                  |                                 |
| Blasting Zone                |                  |                                 |
| Cost: 600 Gil                |                  |                                 |
| Twin Lance                   | 1x Dino Bone     | Card Mod T-Rexaur [2:1]         |
| Attack: 22                   |                  | or Armadodo [1:1]               |
| Hit%: 255%                   |                  |                                 |
| Limit Break(s): Rough Divide | 1x Red Fang      | Card Mod Hexadragon [3:1]       |
| Fated Circle                 |                  |                                 |
| Blasting Zone                | 12x Screw        | Card Mod Geezard [1:5]          |

|                              |                  |                               |
|------------------------------|------------------|-------------------------------|
| Cost: 800 Gil                |                  |                               |
| -----                        | -----            | -----                         |
| Punishment                   | 1x Chef's Knife  | Card Mod Tonberry [1:1]       |
| Attack: 24                   | 2x Star Fragment | Card Mod Iron Giant [3:1]     |
| Hit%: 255%                   | 1x Turtle Shell  | Card Mod Adamantoise [3:1]    |
| Limit Break(s): Rough Divide | 8x Screw         | Card Mod Geezard [1:5]        |
| Fated Circle                 |                  |                               |
| Blasting Zone                |                  |                               |
| Cost: 1000 Gil               |                  |                               |
| -----                        | -----            | -----                         |
| Lion Heart                   | 1x Adamantine    | Card Mod Minotaur [1:10]      |
| Attack: 30                   | 4x Dragon Fang   | Dropped by Grendel (Lvl 1-29) |
| Hit%: 255%                   | 12x Pulse Ammo   | Ammo-RF Energy Crystal        |
| Limit Break(s): Rough Divide |                  | (Card Mod Elnoyle)            |
| Fated Circle                 |                  |                               |
| Blasting Zone                |                  |                               |
| Lion Heart                   |                  |                               |
| Cost: 2000 Gil               |                  |                               |
| -----                        | -----            | -----                         |

#### Rinoa:

=====

| Name & Info:  | Items Needed:    | Example location of items:      |
|---------------|------------------|---------------------------------|
| -----         | -----            | -----                           |
| Pinwheel      | 3x M-Stone Piece | Card Mod Bite Bug [1:1]         |
| Attack: 11    |                  | or Funguar [1:1]                |
| Hit%: 99%     |                  |                                 |
| Cost: 100 Gil |                  |                                 |
| -----         | -----            | -----                           |
| Valkyrie      | 1x Shear Feather | Card Mod Thrustaevis [1:1]      |
| Attack: 14    | 1x Magic Stone   | Card Mod Grat [1:1]             |
| Hit%: 101%    |                  | or Buel [1:1]                   |
| Cost: 200 Gil |                  | or Jelleye [1:1]                |
| -----         | -----            | -----                           |
| Rising Sun    | 1x Saw Blade     | Card Mod Belhelmel [1:1]        |
| Attack: 18    | 8x Screw         | Card Mod Geezard [1:5]          |
| Hit%: 103%    |                  |                                 |
| Cost: 400 Gil |                  |                                 |
| -----         | -----            | -----                           |
| Cardinal      | 1x Cockatrice    | Card Mod Cockatrice [1:1]       |
| Attack: 24    | Pinion           |                                 |
| Hit%: 104%    | 1x Mesmerize     | Card Mod Mesmerize [1:1]        |
| Cost: 600 Gil | Blade            |                                 |
|               | 1x Sharp Spike   | Card Mod Grand Mantis [1:1]     |
| -----         | -----            | -----                           |
| Shooting Star | 2x Windmill      | Card Mod Abyss Worm [1:1]       |
| Attack: 28    | 1x Regen Ring    | Card Mod Chimera [10:1]         |
| Hit%: 107%    | 1x Force Armlet  | Dropped by Ochu (Rare, Lvl 30+) |
| Cost: 800 Gil | 2x Energy        | Card Mod Elnoyle [10:1]         |
|               | Crystal          |                                 |
| -----         | -----            | -----                           |

#### Quistis:

=====

| Name & Info: | Items Needed:    | Example location of items: |
|--------------|------------------|----------------------------|
| -----        | -----            | -----                      |
| Chain Whip   | 2x M-Stone Piece | Card Mod Bite Bug [1:1]    |
| Attack: 12   |                  | or Funguar [1:1]           |

|                |                  |                             |
|----------------|------------------|-----------------------------|
| Hit%: 103%     |                  |                             |
| Cost: 100 Gil  |                  |                             |
| -----          | -----            | -----                       |
| Slaying Tail   | 2x Magic Stone   | Card Mod Grat or Buel [1:1] |
| Attack: 15     | 1x Sharp Spike   | Card Mod Grand Mantis [1:1] |
| Hit%: 104%     |                  |                             |
| Cost: 200 Gil  |                  |                             |
| -----          | -----            | -----                       |
| Red Scorpion   | 2x Ochu Tentacle | Card Mod Ochu [1:1]         |
| Attack: 20     | 2x Dragon Skin   | Dropped by Anacondaaur      |
| Hit%: 105%     |                  |                             |
| Cost: 400 Gil  |                  |                             |
| -----          | -----            | -----                       |
| Save the Queen | 2x Malboro       | Card Mod Malboro [4:1]      |
| Attack: 25     | Tentacle         |                             |
| Hit%: 107%     | 4x Sharp Spike   | Card Mod Grand Mantis [1:1] |
| Cost: 800 Gil  | 4x Energy        | Card Mod Elnoyle [10:1]     |
|                | Crystal          |                             |
| -----          | -----            | -----                       |

Zell:

=====

|               |                  |                               |
|---------------|------------------|-------------------------------|
| Name & Info:  | Items Needed:    | Example location of items:    |
| -----         | -----            | -----                         |
| Metal Knuckle | 1x Fish Fin      | Dropped from Fastitocalon-F   |
| Attack: 12    | 4x M-Stone Piece | Card Mod Bite Bug [1:1]       |
| Hit%: 98%     |                  | or Funguar [1:1]              |
| Cost: 100 Gil |                  |                               |
| -----         | -----            | -----                         |
| Maverick      | 1x Dragon Fin    | Card Mod Grendel [1:1]        |
| Attack: 15    | 1x Spider Web    | Card Mod Caterchipillar [1:1] |
| Hit%: 99%     |                  |                               |
| Cost: 200 Gil |                  |                               |
| -----         | -----            | -----                         |
| Gauntlet      | 1x Dragon Skin   | Dropped by Grendel (Lvl 1-29) |
| Attack: 20    | 1x Fury Fragment | Card Mod Blue Dragon [4:1]    |
| Hit%: 101%    |                  |                               |
| Cost: 400 Gil |                  |                               |
| -----         | -----            | -----                         |
| Ehrgeiz       | 1x Adamantine    | Card Mod Minotaur [1:10]      |
| Attack: 25    | 4x Dragon Skin   | Dropped by Anacondaaur        |
| Hit%: 103%    | 1x Fury Fragment | Card Mod Blue Dragon [4:1]    |
| Cost: 800 Gil |                  |                               |
| -----         | -----            | -----                         |

Selphie:

=====

|               |                  |                             |
|---------------|------------------|-----------------------------|
| Name & Info:  | Items Needed:    | Example location of items:  |
| -----         | -----            | -----                       |
| Flail         | 2x M-Stone Piece | Card Mod Bite Bug [1:1]     |
| Attack: 12    |                  | or Funguar [1:1]            |
| Hit%: 98%     | 1x Bomb Fragment | Card Mod Bomb [1:1]         |
| Cost: 100 Gil |                  |                             |
| -----         | -----            | -----                       |
| Morning Star  | 2x Steel Orb     | Card Mod Wendigo [1:1]      |
| Attack: 15    | 2x Sharp Spike   | Card Mod Grand Mantis [1:1] |
| Hit%: 99%     |                  |                             |
| Cost: 200 Gil |                  |                             |





- o Deling Junk Shop
- o Dollet Junk Shop
- o FH Junk Shop
- o Esthar Junk Shop (Don Juan's Shop)
- o Man at Garden (CC-member Joker)

## Regular Shops

=====

Note: o Some items can only be bought with the Familiar ability (from Tonberry).  
 ----- o Furthermore, if you have Haggle, items you buy get a 25% discount.  
 o Lastly, if you have Sell High, you will sell items for +50% extra.

|                                |       |            |
|--------------------------------|-------|------------|
| .-----.                        |       |            |
| Balamb Shop, Dollet Shop,      |       |            |
| Timber Shop, Deling City Shop, |       |            |
| Winhill Shop, FH Shop,         |       |            |
| Trabia Shop, Man from Garden:  |       |            |
| -----.                         |       |            |
| Item Name:                     | Cost: | Available: |
| -----                          | ----- | -----      |
| Potion                         | 100   |            |
| Hi-Potion                      | 500   |            |
| Phoenix Down                   | 500   |            |
| Antidote                       | 100   |            |
| Eye Drops                      | 100   |            |
| Soft                           | 100   |            |
| Echo Screen                    | 100   |            |
| Holy Water                     | 100   |            |
| Remedy                         | 1000  |            |
| Tent                           | 1000  |            |
| Fuel                           | 3000  |            |
| Normal Ammo                    | 20    |            |
| Shotgun Ammo                   | 40    |            |
| G-Potion                       | 200   |            |
| G-Hi-Potion                    | 600   | Familiar   |
| G-Returner                     | 500   |            |
| -----                          | ----- | -----      |

|                  |       |            |
|------------------|-------|------------|
| .-----.          |       |            |
| Timber Pet Shop: |       |            |
| -----.           |       |            |
| Item Name:       | Cost: | Available: |
| -----            | ----- | -----      |
| G-Potion         | 200   |            |
| G-Hi-Potion      | 600   |            |
| G-Returner       | 500   |            |
| Pet House        | 1000  |            |
| Magic Scroll     | 5000  |            |
| GF Scroll        | 5000  |            |
| Draw Scroll      | 5000  |            |
| Item Scroll      | 5000  |            |
| Amnesia Greens   | 1000  |            |
| HP-J Scroll      | 10000 | Familiar   |
| Str-J Scroll     | 10000 | Familiar   |
| Vit-J Scroll     | 10000 | Familiar   |
| Mag-J Scroll     | 10000 | Familiar   |
| Spr-J Scroll     | 10000 | Familiar   |
| Pet Pals Vol.3   | 1000  |            |
| Pet Pals Vol.4   | 1000  |            |
| -----            | ----- | -----      |

|                 |       |            |
|-----------------|-------|------------|
| .-----.         |       |            |
| Esthar Shop:    |       |            |
| -----.          |       |            |
| Item Name:      | Cost: | Available: |
| -----           | ----- | -----      |
| Hi-Potion       | 500   |            |
| Phoenix Down    | 500   |            |
| Eye Drops       | 100   |            |
| Soft            | 100   |            |
| Remedy          | 1000  |            |
| Tent            | 1000  |            |
| Fuel            | 3000  |            |
| Normal Ammo     | 20    |            |
| Shotgun Ammo    | 40    |            |
| Dark Ammo       | 300   |            |
| Fire Ammo       | 500   |            |
| Demolition Ammo | 800   | Familiar   |
| Fast Ammo       | 100   | Familiar   |
| G-Potion        | 200   |            |
| G-Hi-Potion     | 600   |            |
| -----           | ----- | -----      |

|                  |       |            |
|------------------|-------|------------|
| .-----.          |       |            |
| Esthar Pet Shop: |       |            |
| -----.           |       |            |
| Item Name:       | Cost: | Available: |
| -----            | ----- | -----      |
| G-Potion         | 200   |            |
| G-Hi-Potion      | 600   |            |
| G-Returner       | 500   |            |
| Pet House        | 1000  |            |
| Amnesia Greens   | 1000  |            |
| HP-J Scroll      | 10000 |            |
| Str-J Scroll     | 10000 |            |
| Vit-J Scroll     | 10000 |            |
| Mag-J Scroll     | 10000 |            |
| Spr-J Scroll     | 10000 |            |
| Pet Pals Vol.5   | 1000  |            |
| Pet Pals Vol.6   | 1000  |            |
| Giant's Ring     | 20000 | Familiar   |
| Power Wrist      | 20000 | Familiar   |
| Force Armlet     | 20000 | Familiar   |
| -----            | ----- | -----      |







Oo=-\*-=-\*-=-\*-=-\*-=-\*-=-\*-=-\*-=-\*-=-oo

|| {OPT-2} Dollet Sidequests || CHECKLIST



to the town square and talk to the dog. Look under the bone to receive a Potion. Head back to the old man's house and check the painting after the scene, and talk to the boy. Now head over to the street at the pub's entrance, and talk to the dog. Look underneath the bone to receive a Phoenix Down. Head back to the house and check the painting a final time. Head outside, talk to the dog, and you'll receive a Soft. The quest is now over.

```
Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-oO
|| {OPT-3} Tomb of the Unknown King || CHECKLIST
Oo*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-oO=-*-=-*-=-*-=-*-=-*-=-*-oO
|| Rare Cards: | Sacred, Minotaur. ||
||-----| ||
|| GF's: | Brothers. ||
Oo*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-oO=-*-=-*-=-*-=-*-=-*-=-*-oO
|| AVAILABLE SINCE: Disc 1 (After Galbadian Garden) ||
|| AVAILABLE UNTIL: --- ||
Oo*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-oO
```

Head to the Tomb of the Unknown King, which looks like a pile of grass near Deling City, and enter the Tomb.

Note: From now on, "Up" means both "Up" and "Follow the linear path".

Go up, and inspect the sword. Write down the number. You're basically done now for the mandatory part. However, if you want to get the next GF, read on.

Directions from the screen with the sword: Right, Up, Right, Up, Right, Up. Here, Sacred must be fought. However, he'll flee from battle very quickly.

Directions: Down, Up, Right, Up, Right, Up, Right, Up. Here, pull the lever at the right to release the waterflow. Also make SURE you draw Float from the Draw point on the left.

Directions: Down, Up, Right, Up, Right, Up, Right, Up. Check the machine on the left to lower the bridge in the middle of the Tomb.

Directions: Down, Up, Right, Up, Right, Up, Right, Up. You're back outside, so you can save your game.

Head back inside and go all the way up to fight Sacred & Minotaur, aka Brothers. For a boss strategy, check entry {BOSS-11} or {BOSS-12}. After the fight, the GF Brothers is yours, and you receive the Sacred and Minotaur Card.

```
Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-oO
|| {OPT-4} Winhill: The Vase Quest || CHECKLIST
Oo*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-oO=-*-=-*-=-*-=-*-=-*-=-*-oO
|| Treasure: | Phoenix Pinion, Gysahl Greens, Holy Stone. ||
Oo*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-oO=-*-=-*-=-*-=-*-=-*-=-*-oO
|| AVAILABLE SINCE: Disc 2 (Mobile Balamb Garden) ||
|| AVAILABLE UNTIL: End Disc 3 ||
Oo*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-oO
```

Head to Winhill, which is located on the southwestern part of the Galbadian Continent. Things should look familiar when you enter, since you've dreamt of this place before and explored it as Laguna.

Enter from the north and you'll be at the townsquare. If you enter from the south, you'll have to make your way to the townsquare first. Enter the big



mansion on the north and talk to the owner on the stairs. He'll mention his vase broke into pieces, so let's look for them.

1. Check the armor suit in the Mansion (MUST have Irvine or Quisis in party)
2. Raine's House on the left of the townsquare. Talk to the woman upstairs until she mentions the smell of the flowers downstairs. Check the lower right table with the flowers, then inspect the ghost. Examine the cat for the piece.
3. In the flower house with the old lady, inspect the lower right flowers on the foreground to find another piece.
4. The last piece is found by kicking a crossing Chicobo at the Chocobo path.

Note: Kick two more Chicobo's to find a Phoenix Pinion and Gysahl Greens.  
Keep kicking them and a Chocobo will launch you in the air!

Bring the pieces back to the owner and he'll reward you with a Holy Stone.

```
Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-Oo
||          {OPT-5} Shumi Village          ||          CHECKLIST
Oo*-=-*-=-*-=-*-=-*-=-*-Oo*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-Oo=-*-=-*-=-*-=-*-=-*-Oo
|| Treasure:   | Phoenix Pinion, Status Guard.                ||
Oo*-=-*-=-*-=-*-=-*-=-*-Oo*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-Oo*-=-*-=-*-=-*-=-*-=-*-Oo
|| AVAILABLE SINCE: Disc 2 (Mobile Balamb Garden) ||
|| AVAILABLE UNTIL: End Disc 3                      ||
Oo*-=-*-=-*-=-*-=-*-=-*-Oo*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-Oo
```

From Centra, head to the northern most continent - simply head 'down' from the southern part of the worldmap. Look around for an igloo shaped structure. This is Shumi Village. Enter.

You'll come across a few Shumi Tribes on the left. They are watching an Ultima Draw Point, and you have to pay 5000 Gil if you want to use it. Since money is no longer an issue, do so, and draw with your highest Magic user. It is in fact possible to get 100 Ultima now, and all you need to do is walk around to refill the draw point. However, when a draw point is \*just\* refilled, it will be at weak strength (and you'll draw around 5 of the spell on field draw points). The longer you walk around when it's re-charged, the better it charges. I got 100 Ultima's here on Squall by running around and refilling the draw point, then immediately drawing, and it took a little less than an hour (I did get 15 Ultima from the Fisherman's Horizon Draw Point). You can also get, say, 85, then do the upcoming quests, and draw when you're done - It'll be recharged for sure.

Enter the elevator to go downstairs. Ignore the first few houses, you can't do anything there now. The first shumi at the table has some info though. Head left until you reach two houses (and a pool with a frog). The house on the right is the home of an Artisan, much like Grease Monkey (remember this). Talk to him a few times, and also grab the Timber Maniacs magazine lying around. The house on the left has a Sculptor Shumi in the back. Talk to him, then head back outside.

Go back right, and enter the house where the Moomba sits in front of. After the scene, attempt to leave, and you'll be given a quest. Head back to Sculptor. You must find him several stones. Their locations are like this:

Blue Stone: It's on the left of the Laguna Statue.. \*Eyeroll\*  
Wind Stone: Stone next to the hotel (near elevator)  
Life Stone: Check the roots right of the Mayor's House  
Shadow Stone: Head back up to the screen with Ultima; Check shadows on the right



gargoyle statue. Now climb down the ladder again and take the right stairs up. In this screen, go up as far as you can. There is a ladder on the left, and another gargoyle statue resides at the very top of the structure. Put in the eye and you'll get a code (Write this down, it's random). Take out both eyes and return to the other gargoyle statue. Insert both eyes, and input the code which shows up on the right. The door below will now open, and Odin can be fought inside.

```

.=====
|Name: Odin | {BOSS-58} |
|=====o=====o=====o=====|
| Level Range: 1-100 | HP Range: 1300-31000 | AP: 20 | EXP: 0 |
|=====o=====o=====o=====|
| Elemental Weakness(es): --- |
| Status Weakness(es): Vit0, The End. |
|=====|
| DRAW LIST: Lvl 1-19: Stop, Death, Double, Triple |
|              Lvl 20-29: Stop, Death, Double, Triple |
|              Lvl 30+: Stop, Death, Double, Triple |
|=====|
| STEAL LIST: | Card Mod Common: --- | Card Mod Rare: --- |
|=====o=====o=====o=====|
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance: |
| 1-19|1x Luck-J Scroll|1x Luck-J Scroll|1x Luck-J Scroll|1x Luck-J Scroll|
| 20-29|1x Luck-J Scroll|1x Luck-J Scroll|1x Luck-J Scroll|1x Luck-J Scroll|
| 30+|1x Luck-J Scroll|1x Luck-J Scroll|1x Luck-J Scroll|1x Luck-J Scroll|
|=====|
| DROPS LIST: | Card Drop: --- |
|=====o=====o=====o=====|
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance: |
| 1-19|8x G-Mega-Potion|8x G-Mega-Potion|8x G-Mega-Potion|8x G-Mega-Potion|
| 20-29|8x G-Mega-Potion|8x G-Mega-Potion|8x G-Mega-Potion|8x G-Mega-Potion|
| 30+|8x G-Mega-Potion|8x G-Mega-Potion|8x G-Mega-Potion|8x G-Mega-Potion|
|=====o=====o=====o=====|
| Strategy: Odin NEVER attacks. If the timer runs out, he'll use Zantetsuken |
| ----- which always kills everyone 100%. In other words, simply defeat |
| Odin before the timer runs out. Steal the Luck-J Scroll from him, and draw |
| Triple from him. After that, defeat him. |
|=====|
-----
END OF GETTING ODIN

```

[PERFECT GAME NOTE 13]

~~~~~  
Get Odin on Disc4, when you're done with all that you need. It's probably going to be the last thing you do: Getting Odin.
~~~~~

However, we can still get Tonberry now. In fact, I strongly advise you to get Tonberry right now, because he is the best GF in the game - ability wise.

A timer of 20 minutes will start when you enter the Centra Ruins. Go to the 2nd screen of the area and keep running around here. You'll start to encounter only Tonberries here. These are nasty creatures: They walk up to you and stab you, or they use Everyone's Grudge, which deals alot of damage: [20 \* #enemies killed]. To ridden yourself quickly of these pests, keep Irvine and Squall in yellow HP, and have a very good Str-junction on them. Unleash their limits (Demolition Ammo works well for Irvine) a few times and the Tonberry will be toast.





|             |                           |   |      |                    |
|-------------|---------------------------|---|------|--------------------|
| Items:      | Meteor Stone, Holy Stone, | 2 | 3/   | 3 = Use ChocoZiner |
|             | Ultima Stone              | C | .--' | 4 = Use ChocoZiner |
| Buy:        | 10x Gysahl Greens         | / | /    | 5 = Use ChocoZiner |
| Difficulty: | Hard                      | / | /    | X = Find Items     |

## 7. "The Chocobo Sanctuary"

=====

Location: North-eastern part of the Esthar Continent. Can only reach by this riding a Chocobo from "The Roaming Forest" north of Trabia Garden. Ride the Chocobo east through the shallow waters. Also see the map: <http://www.shillatime.org/finalfantasy8/chocobo-sanctuary.jpg>

Items: Chicobo Card

"Buy": 1x Gysahl Greens (from Chicobo)

Note: Go to this forest when you've completed the previous 6 forests.

[illegible]

After you have fought the Oilboyle bosses, you can look around in Balamb Garden for the following four CC-Group members:

1. Head to the main hall and look around for a SeeD. If he says something about the CC-Group, then that's the guy. He is called Jack. He will only allow you to challenge him if you have won 15+ Card games in Balamb Garden. Games that do NOT count are games played in: Library, Cafeteria, Classroom. All else will count. Beat Jack to continue.
2. Head to the training center. A man will randomly appear on the right path of the training center: He is the same man from the prison, who sold items. You can challenge him anytime after beating Jack. Beat him for the first time and he will upgrade your Battle Meter (if you have it) with the GF Report. You can also win the Rare Card Leviathan from him, but he only plays it in about 1/16 games, so it can take a while.
3. Go to the hall with exits to the Cafeteria, Dormitory, and Parking Lot. Look around for a SeeD. This is Club, and he'll randomly walk into this hall. Beat him to continue the quest.
4. Head back to the Main Hall, and look around for a girl twin. When they stop at the Lobby, challenge them, and beat them.

Note: You can win all Level 7 Boss Cards from the CC-Group members. Especially the Diamond Duo use these cards plenty. I suggest you get at least one of each Level 7 Boss Card.

To find the next member, you'll have to wait until you've crashed into Fisherman's Horizon:

5. Another CC-Group member can now be played. The guy who gave you the first set of cards is no other than Spade, found on the 2nd Floor Hallway. Beat him.

After all events in Fisherman's Horizon, you can look around for the final two members of the CC-Group:

|| {OPT-9} Queen of Cards Quest || CHECKLIST

|             |                                                    |
|-------------|----------------------------------------------------|
| Rare Cards: | Kiros, Irvine, Chubby Chocobo, Doomtrain, Phoenix. |
|-------------|----------------------------------------------------|

|| AVAILABLE SINCE: Disc 1 After Seed Examination||

|| ABLE TO FINISH: Disc 3 After getting Ragnarok ||

|| AVAILABLE UNTIL: End Disc 3 ||

Note: FH stands for Fisherman's Horizon

| Lose this card: | Win this card: | Location of new card: |
|-----------------|----------------|-----------------------|
|-----------------|----------------|-----------------------|

| MiniMag | | Kiros | | Deling City:Man in black across Junk Shop | |

| Species | 11 VINE | 111-115 (max of DOSE 5 while) at max of 5 increase |
|---------|---------|----------------------------------------------------|
| 111-115 | 111-115 | 111-115                                            |

|         |        |         |                                               |
|---------|--------|---------|-----------------------------------------------|
| chicobo | chubby | chicobo | Baranto Garden: student on bench in main hall |
|---------|--------|---------|-----------------------------------------------|

|           |           |                                                |  |
|-----------|-----------|------------------------------------------------|--|
| Alexander | Doomtrain | Timber: Pub's Owner in the upper right corner  |  |
| Doomtrain | Phoenix   | Esthar: Presidential Palace; Assistant in blue |  |
| '-----'   |           |                                                |  |

Note: All old cards can be won from the Queen's son in Dollet.

#### Lose MiniMog Card:

-----

At Balamb you can start the quest, and it requires you to LOSE the MiniMog Card to the Queen. After losing it to her, talk to her and she'll tell you she will be moving to a different area. If she says she's going to Dollet, then bingo! Otherwise, if she says she's going to Galbadia (Deling City), reset the game, because we need her in Dollet if we want the quest to go smoothly. If you keep getting the same result (Galbadia), then something is wrong and you need to play a game or two with someone, then save again, then try again.

#### Re-win MiniMog Card:

-----

Once you can go to Dollet, do so. Here, talk to the Queen and ask her about her artist father. Looks like he made a new card based on the MiniMog Card you gave her. You can win the MiniMog Card back from the Queen's son (the brat) in the artist's house. Any future cards lost to the Queen can be gotten from him.

#### Lose + Rewin Sacred Card:

-----

Once you've done the Tomb of the Unknown King Quest, head back to Dollet and lose the Sacred Card to the Queen. Make sure you send her back to Balamb, just to make life easier on yourself. Also, since you're here, re-win the Sacred Card back from her son.

#### Win Kiros Card:

-----

When you're in Deling City, head to the street with the shop in it. Look for a man in black across the street, and challenge him for a game of cards. He holds the Kiros Card. Once you've won this card, you can mod it into three Accelerators - An item that teaches a GF the ability Auto-Haste! This is an AWESOME ability to have because your characters will then have the status Haste permanently (even after death), but this also grants 100% immunity to Slow and Stop. Ok, admittedly the Kiros Card is an awesome playing card, but Card Modding it gives too good rewards, so just do it.

#### Win Irvine Card:

-----

When you're in Fisherman's Horizon on Disc 2, win the Irvine Card from Flo, the Mayor's Wife. She can be found in the Mayor's house.

#### Lose + Re-win Chicobo Card:

-----

After the Garden is mobile and after you've done the Chocobo Forests Quest, lose the Chicobo Card to the Queen. Send her, as usual, to Dollet. Go to Dollet and re-win the Chicobo Card from her son.

#### Win Chubby Chocobo Card:

-----

Now go inside Balamb Garden and challenge the student who's sitting on a bench in the main hall that's right from the lobby. Win the Chubby Chocobo Card from him.

#### Lose + Rewin Alexander Card:

-----



Head over to Mordred Plains now, which is what the rocks say when you read from up to down, and right to left. Mordred Plains are the large plains north of Esthar. Here, in short, are several colored stones. The red rocks always lie, so do the opposite of what they say and you'll eventually find the treasure when you see the message: "The treasure's not here". Search that spot again to find a Three Stars.

Now head to Eldbeak Peninsula, which refers to the tip of an island southwest of the Trabia Continent. Here, search around for another clue. The clue is: Treasure At Minde Isle. This is an island southwest of Esthar, which you should search thoroughly to find a Luck-J Scroll.

```

Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*oO
||                                {OPT-11} UFO Encounters                                ||                                CHECKLIST
Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*oO
|| Treasure:      | Aegis Amulet, (Accelerator).                                ||
|| -----|
|| Rare Cards:    | PuPu.                                                        ||
Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*oO
|| AVAILABLE SINCE: Disc 1, After Timber Mission ||
|| ABLE TO FINISH: Disc 3, After getting Ragnarok||
|| AVAILABLE UNTIL: ---                                                         ||
Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*oO

```

There may have been places where you've seen a UFO come flying by, even when you had Enc-None on. Try to see the UFO at the following four places (just once):

- Mandy Beach (East of Timber)
- Kashkabald Desert (East Centra Continent)
- Winhill Bluffs (Around Winhill)
- Trabia Heath Peninsula (Small Island East of Trabia Continent)

Now go to the top of the canyon at Grandidi Forest. This is where the final Chocobo Forest is located. Walk around on top of the canyon and you'll encounter the UFO. Beat it up and you'll receive an Aegis Amulet.

Now, be SURE to have at least 5 Elixirs in your inventory (buy them from 'Esthar Shop!!!') and give someone the item command. Head back to the crater where Balamb Garden used to be located at and you'll find PuPu, in need for some Elixirs because some cruel person destroyed it's UFO... Give him the 5 Elixirs and you'll be rewarded with the PuPu Card.

Note: You can Devour PuPu for Speed +1, and winning the battle gives you an Accelerator. However, these things are not unique, and you DO NOT get the PuPu Card this way. There is only ONE PuPu Card in the game, so I HIGHLY recommend you to get it.

[ PERFECT GAME NOTE 20 ]

Give PuPu the 5 Elixirs and get the PuPu Card - No questions asked. Do not ever mod or lose the PuPu card. Never ever. There is only 1.

[illegible]

When you get back at the worldmap after you've been to Esthar, Head to Tear's Point. You can walk all the way to the end to find the Solomon Ring. To use

this ring (to obtain the GF Doomtrain), you must have:

- 6x Malboro Tentacles
- 6x Remedy+
- 6x Steel Pipes

You can get Malboro Tentacles from, well, Malboro's, you'll have to refine the Remedy+ from Remedies (use Alexander's Med LV Up), and you can get Steel Pipes from Wendigo's.. or modding Elastoid Cards. Simply use the Solomon Ring in the menu to obtain Doomtrain, who will instantly join you.

```
Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*oO
||          {OPT-13} Jumbo Cactuar          ||          CHECKLIST
Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*oO
|| GF's:          | Cactuar.                  ||
Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*oO
|| AVAILABLE SINCE: Disc 3, After getting Ragnarok||
|| AVAILABLE UNTIL: ---                        ||
Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*oO
```

Head over to Cactuar Island which is the small desert island east from the Centra Kaskabald Desert. A little green Cactuar keeps popping up.. although.. little may not be the correct description. Check your junctions first, (junction Water to Elemental Attack, and remove any Mug ability), and approach our 'little' green f(r)iend. Check the boss strategy at entry {BOSS-36}.

[PERFECT GAME NOTE 18]

~~~~~  
Just a precaution: Do not let Jumbo Cactuar hit anyone with the 10000 Needles attack, since it'll instantly KO a party member. Either defeat it quickly, or use Invincibility (Invincible Moon, Hero/Holy War items).
~~~~~

Jumbo Cactuar comes with the five main 'Bonus' abilities, which are great for building up a character as you level up.

```
Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*oO
||          {OPT-14.1} Deep Sea Research Center  ||          CHECKLIST
Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*oO
|| GF's:          | Bahamut.                  ||
Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*oO
|| AVAILABLE SINCE: Disc 3, After getting Ragnarok||
|| AVAILABLE UNTIL: ---                        ||
Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*oO
```

Head to the lower left corner of the worldmap and search around for a small island/structure. This is the Deep Sea Research Center.

Enter the Deep Sea Research Center. Be sure to have proper junctions! Inside, your goal is to approach the flashing core in the middle. However, you can ONLY walk a few steps if the core isn't flashing. If the light's on and you walk, you will instantly get into an encounter.. After walking for a few minutes, check the core. Pick the following answers: "It's not our will to fight", then "Never" and lastly, pick the hidden option below the other two: "It's our nature". Note that after the first two answers, you'll face two Ruby Dragons, one of the strongest enemies in the game, and the second one means a 100% back attack. Have high Vitality junctions. After the third answer, fight the GF Bahamut. Use boss entry {BOSS-37} for a strategy.

After it's defeat, Bahamut will join you. Another Mug ability and Auto-Protect are very useful in particular. Rare Item may seem awesome, but don't be fooled. It only increase the chances for the 2nd item (normally 20% chance), and it REDUCES the chance of getting rare items. I know - it kind of sucks. There are only a few possibilities where it's in fact useful, and those are mostly under special and rare circumstances.

Exit to the Ragnarok and go to the passenger room. From now on, you can enter the deeper levels of the Deep Sea Research Center. Before we continue, I will give you a WARNING with some explanations.

#### USEFUL FIXED ENCOUNTERS!

=====

- This place is where you can find Ultima Weapon, from which you can draw the GF Eden, get the Eden Card, and get 100 Ultima Stones. You can also draw Ultima from it. HOWEVER...
- It's possible to get FIXED encounters with RARE and USEFUL enemies here. If you defeat Ultima Weapon, these encounters will be GONE FOREVER. Because these encounters include Tri-Faces, and these enemies drop Curse Spikes, this is the perfect place for farming those items.
- 100x Curse Spikes refine into 1x Dark Matter (Tool-RF, Siren at Lvl 100). Dark Matter refines into Shaman Stone (and Rosetta Stone), or 100 Ultima, or Luck J-Scroll (and thus Luck Up). It is basically the best item in the game, and this is the fastest and most reliable source.
- In short: Draw Eden from a boss on Disc 4, get the Eden Card from the CCGroup on Disc 4, and let Ultima Weapon live. You can get Ultima magic by other means quite easily (like the mentioned Dark Matter, or Energy Crystals).

#### [PERFECT GAME NOTE 19]

~~~~~  
For perfect game attempts, it's out of the question to kill Ultima Weapon. You really, really NEED the fixed encounters here, or you might as well start the entire game again. That would take less time than trying to max Luck without it, just to name one thing. The fixed encounters are very, VERY important. I can not stress this enough. Ultima Weapon holds nothing unique, nothing. Besides, this way you can 'play' with it whenever you want it (and re-load, of course).
~~~~~

To get to the fixed encounters, put Zell in your party and climb down the hole. Follow these steps to get to the deep excavation site.

#### 1. IF YOU WANT FIXED ENCOUNTERS

(BUT DON'T WANT TO KILL ULTIMA WEAPON):

=====

- Talk to your party members and Squall will examine a terminal. Choose "Yes", and 4 Steam Units will automatically be used.

Note: This first panel can also reset the whole area. You will then start with 16 Steam Units (and have access to floor 2 like normal).

- Head down to level 2. Here, use 1 Steam Unit at the terminal. Head to Lvl 3.
- Here, again use only 1 Steam Unit and go to the next level.

- On level 4, use one Steam Unit and go to level 5.
- On level 5, use one Steam Unit, and go to level 6.
- With Zell in your party, and if you have 13 Steam Units or less, he'll punch the door open for you, which saves you 4 Steam Units. You need 10 units to fight Ultima Weapon (but you really shouldn't).

In the next screen, try to go to the Save Point.. Hey! Fixed encounter with Tri-Faces here. Make sure to have Enc-None on, so you don't get any random encounters, and only the fixed ones. There are three fixed encounters in this screen. If you go down more, you'll get other fixed encounters:

```
1st screen: Tri-Face
2nd screen: Grendel & Imp
3rd screen: Behemoth
4th screen: Ruby Dragon
5th screen: 2x Iron Giant
```

## 2. IF YOU WANT TO KILL ULTIMA WEAPON:

=====

Sure, you *can* also kill Ultima Weapon by using the 'steam scheme' above, but using the next scheme has two advantages:

1. You can easily walk down without the fixed encounters bothering you.
2. You can access the Steam Refill room, which will otherwise be permanently locked. This isn't much of an issue, but it is if you're doing a Perfect Game since in this room you can also encounter the rare Oilboyle enemies. You can also easily encounter the fairly uncommon enemy Blue Dragon here.

Either way, if you're really, really sure you're gonna go beat Ultima Weapon, use the below scheme to get down:

- Examine the first panel, which uses 4 Steam Units. Go down.
- On this 2nd level, use 2 Steam Units. Go down.
- On the 3rd level, use 1 Steam Unit to unlock level 4, but ALSO examine the left panel and spend 4 Steam Units here to unlock the Steam Resupply Room (the door with the zero on it now opens). Go inside the Steam Resupply Room and replenish 7 Steam Units (you can't move on unless you do this). There is also an Esuna Draw Point here.. Now go down to level 4.
- On the 4th level, use 1 Steam Unit (what else?). Go down.
- On the 5th level, use 1 Steam Unit again and go down.
- On the 6th level, examine the machinery to expend 4 Steam Units. Now you have the 10 Units left that are required at the very bottom.

```
Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*Oo
||           {OPT-14.2} Ultima Weapon           ||           CHECKLIST
```

```
Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*Oo
|| GF's:      | Eden.                                ||
Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*Oo
```

|| AVAILABLE SINCE: Disc 3, After getting Ragnarok||  
|| AVAILABLE UNTIL: ---||  
Oo\*--\*--\*--\*--\*--\*--\*--\*--\*--\*--\*--\*--\*--\*--\*--\*--oO

### WARNING

When you have truly gotten everything you needed to get out of the above fixed encounters, you can go challenge Ultima Weapon. Do note that Ultima Weapon does not hold anything unique: Eden can be drawn from Tiamat (Disc 4), the Eden Card can be won from any CC-Group member on Disc 4, and the 100 Ultima Stones, well, you can get that in one way or another too.

My personal suggestion would be to keep Ultima Weapon alive, simply because you never know when you need the fixed encounters (besides, they're almost always useful), and you can "play" with Ultima Weapon anytime you want.

Either way, when you reach the bottom of the Deep Sea Research Center with 10 Steam Units, you can fight Ultima Weapon..

```
.=====
|Name: Ultima Weapon |                               | {BOSS-59} |
|=====o=====o=====o=====
| Level Range: 1-100 | HP Range: 51100-160000 | AP: 100 | EXP: 0 |
|=====o=====o=====o=====
| Elemental Weakness(es): ---
| Status Weakness(es): Vit0, The End.
|=====
| DRAW LIST: Lvl 1-19: Regen, Dispel, Ultima, Eden
|              Lvl 20-29: Regen, Dispel, Ultima, Eden
|              Lvl 30+: Regen, Dispel, Ultima, Eden
|=====
| STEAL LIST:      | Card Mod Common: --- | Card Mod Rare: ---
|=====o=====o=====o=====
| Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance:
| 1-19| 1x Three Stars | 1x Three Stars | 1x Three Stars | 1x Three Stars
| 20-29| 1x Three Stars | 1x Three Stars | 1x Three Stars | 1x Three Stars
| 30+| 1x Three Stars | 1x Three Stars | 1x Three Stars | 1x Three Stars
|=====
| DROPS LIST:      | Card Drop: ---
|=====o=====o=====o=====
| Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance:
| 1-19| 100x Ultima Stone| 100x Ultima Stone| 100x Ultima Stone| 100x Ultima Stone
| 20-29| 100x Ultima Stone| 100x Ultima Stone| 100x Ultima Stone| 100x Ultima Stone
| 30+| 100x Ultima Stone| 100x Ultima Stone| 100x Ultima Stone| 100x Ultima Stone
|=====o=====o=====o=====
| Strategy: Ultima Weapon is tough and extremely fast. It's most fearsome
| ----- attack is Light Pillar, which causes an unblockable 9999 damage to
| a single character. It's other attacks (Meteor, Quake, Graviija and Physical)
| are strong, but much less dangerous. Graviija will only tear off 75% of your
| current HP, and cannot kill you. Use a Megalixir to heal. Meteor is powerful,
| so again a Megalixir is the solution. Quake is earth elemental, from which
| you can defend yourself. Physical attacks are annoying, nothing more.
| Draw Eden at the start of the battle, then use Cerberus and cast Aura on
| everyone. You can now unleash a load of Limit Breaks. If you have Auto-Haste
| you can keep up with Ultima Weapon, and Auto-Shell and Auto-Protect would
| make the fight even easier. Revive after Light Pillar.
|=====
```

```

|| {OPT-15} Getting the Ragnarok on Disc 4|| CHECKLIST
00*=-*=-*=-*=-*=-*=-*00-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*00-*=-*=-*=-*=-*=-*=-*00
|| Treasure: | Ragnarok Airship re-gained. ||
00*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*00-*=-*=-*=-*=-*=-*=-*=-*=-*00
|| AVAILABLE SINCE: Disc 4 ||
|| AVAILABLE UNTIL: --- ||
00*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*00

```

Once you're at Ultimecia's Castle, head through the 2nd portal. You'll end up somewhere on the Centra Continent. The Ragnarok is near the Kashkabald Desert, but reaching it on foot is impossible.

Head north from the portal and go around the mountains to find a Chocobo Forest. If you've already solved it, great, if not, get yourself a Chocobo. With the Chocobo, head back to the portal, and head all the way south from here. From the beach, cross the shallow sea and go west until you reach the southern part of the continent. You're now nearby Edea's House. From here it's not very hard, since you can simply run all the way east to Kashkabald Desert. You'll have to run through the cracks of the mountains with the Chocobo, and go northeast from here to find the Ragnarok.

The Ragnarok is north from the desert. You can also find a Portal nearby. Go through to unlock a fourth, previously hidden portal to Ultimecia's Castle. This may be useful for whenever you want to go to Kashkabald Desert. Now that you have the Ragnarok, you can explore the world again.. Then again, there's not that much to explore, since all towns are closed off. You can still, however, challenge all CC Members on the Ragnarok if you completed that quest.

Especially the Left Diamond girl is worth playing against, because she can use any rare card you modded, including the cards that the Queen of Cards normally only holds. Plus, the Left Diamond Girl always uses the first Rare Card that is missing from your list, and she often uses any Rare Cards she can use.

Please note that the PuPu Card is NEVER played, not even by Left Diamond girl.

[illegible]

Once you've got access to Ultimecia's Castle you can attempt this godly foe. I suggest unlocking all the seals first, because this is not an easy battle.

Omega Weapon. The most powerful enemy in FF8. Rewards: Almost nothing. You can beat this creature to satisfy yourself.. It's a challenge, but it's certainly not impossible. Are you up for the challenge? Read on.

First of all, you'll want to prepare yourself. Junction your characters well, so they have at least 255 Strength and 200 Vitality. You can do with less, but that will certainly do. Also equip the following abilities:

### Command Abilities:

### Character Abilities:

| Squall: | Zell: | Irvine: |                |
|---------|-------|---------|----------------|
| -----   | ----- | -----   | o Auto-Haste   |
|         |       |         | o Auto-Protect |

|        |        |        |                                  |
|--------|--------|--------|----------------------------------|
| Defend | GF     | Defend | o Auto-Shell                     |
| Magic  | Revive | Magic  | o HP+80% (or Str+60% or Vit+60%) |
| Item   | Item   | Item   |                                  |

- Elem Def-J doesn't matter, Omega Weapon doesn't use Elemental Attacks.
- 100x Death to ST Def-J on all characters.
- Other ST Def-J don't matter, because Omega doesn't inflict other statuses.
- Junction Triple to Speed and Tornado to Eva-J. This will give you a decent evasion stat which will cause Omega's Physical attacks to sometimes miss.

Make SURE your HP is at 9999. If it's not, then HP+80% will take care of this. Defend comes from either Cactuar or Cerberus. Auto-Haste can be learnt to a GF by the use of an Accelerator, and you can get an easy 3 of those by modding the Kiros Card. Auto-Protect can be learnt by using a Steel Curtain, and you can mod 20x Adamantine into one. Get Adamantines by modding the Minotaur into 10 over and over (well, just 4 times actually). Bahamut already has Auto-Protect. And Auto-Shell is easier. Just mod the Alexander Card into 3x Glow Curtain.

Make sure you have a bunch of Megalixirs in the front of your battle inventory, and if you're cheap, a bunch of Holy War items. You don't need the latter, and it's rather cheap. Also have 100x Fast Ammo, 50+ AP Ammo, and 50+ Pulse Ammo.

When you have the above setup, save your game. Time to kick some Omega butt!

Note: I NEVER save after beating Omega Weapon, because I like to toy around with him when I'm \*Ultra Powerful\*. But that's just me. ;)

Have the guys main party stand at the Party Switch Point at the fountain. Switch to the girls party. From the Main Hall, head upstairs and go right. In this room there's a rope. Pull this rope and quickly move to the Party Switch Point. With the guys party, head north into the chapel and face Omega Weapon. You have 60 seconds to pull this off - which is plenty of time.

Note: In the Playstation version, Omega Weapon is ALWAYS Level 100. In the PC Version, he can be any Level.

```

.=====
|Name: Omega Weapon | {BOSS-52} |
|=====o=====o=====o=====
| Level Range: 1-100* | HP Range: 111105-1161000 | AP: 250 | EXP: 0 |
|=====o=====o=====o=====
| Elemental Weakness(es): ---
| Status Weakness(es): Vit0, The End.
|=====
| DRAW LIST: Lvl 1-19: Flare, Holy, Meteor, Ultima
|              Lvl 20-29: Flare, Holy, Meteor, Ultima
|              Lvl 30+: Flare, Holy, Meteor, Ultima
|=====
| STEAL LIST: --- | Card Mod Common: --- | Card Mod Rare: ---
|=====
| DROPS LIST: | Card Drop: ---
|=====o=====o=====o=====
|Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance:
| 1-19|1x Three Stars |1x Three Stars |1x Three Stars |1x Three Stars
| 20-29|1x Three Stars |1x Three Stars |1x Three Stars |1x Three Stars
| 30+|1x Three Stars |1x Three Stars |1x Three Stars |1x Three Stars
|=====o=====o=====o=====
| Strategy: Omega Weapon attacks with a fixed pattern, with a Physical Attack
| ----- mixed in sometimes. The first attack Omega Weapon uses will be
| Lv5 Death, and that won't be used anymore afterwards. The pattern then is:

```



|                |                                 |
|----------------|---------------------------------|
| Omega uses:    | After that you use:             |
| o Meteor       | o Megalixir                     |
| o Medigo Flame | o Limit Break x3                |
| o Graviija     | o Megalixir + Defend x2         |
| o Terra Break  | o Limit Break x2 + (Mega)Elixir |
| o Ultima       | o Limit Break x3                |
| o Light Pillar | o Revive                        |
| REPEAT         | REPEAT                          |

Omega Weapon opens with Lv5 Death. You will open with Meltdown on him, and Cerberus on yourself, and if you have time Aura x3 on yourself.

Meteor will hurt you, but as long as you have a somewhat decent Spirit stat and/or Auto-Shell, it won't kill anyone. You will have to follow up with a Megalixir anyway, because Medigo Flame deals a fixed 9998 damage to everyone. Now you can use Limit Breaks because Graviija deals 75% off your current HP, but since your HP is 1, it deals 0 damage. Then you'll have to Defend, which will at least block Terra Break for 2 characters. The third might live if you get lucky, so heal him up. High Vitality and Auto-Protect help a great deal against the Physical Terra Break. Then it's Limit Break time again. Light Pillar always deals 9999 damage to someone, so Revive that character. Then the whole pattern repeats itself. You can also cast Aura on your characters, but it won't last very long with Auto-Haste, and you'll often have low HP anyway. Only use it if you have some space to breathe.

Every now and then Omega will use a Physical Attack. If you dodge it, great, then it's a free turn for you. If it hurts you, not so great, and try to heal if Medigo Flame is coming up. If the attack kills the character (unlikely), quickly Revive that character or use a Phoenix Down.

'====='

You'll get the Three Stars item - crap - and the 'Proof of Omega', which is nothing more than a shiny entry under the Tutorial. But hey, it's your proof!

```

Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*Oo
||      {OPT-17} Various little things      ||      CHECKLIST
Oo*=-*=-*=-*=-*=-*Oo-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*Oo
|| Treasure: | Pet Nametag, Hi-Potion (x3), X-Potion, Mega-Potion, ||
||           | Mega-Phoenix, Rosetta Stone.                      ||
||-----| ||
|| Rare Cards: | Rinoa, Shiva, Alexander.                        ||
Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*Oo-*=-*=-*=-*=-*=-*=-*=-*Oo
|| AVAILABLE SINCE: Varies from Disc 1-3 ||
|| AVAILABLE UNTIL: End Disc 3 ||
Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*Oo

```

Rinoa's Card:  
=====

You can win this card from General Caraway in his mansion at Deling City. The first opportunity to do this is on Disc 2 when you are in control of Selphie, and you're supposed to head to the missile base. In order to win the Rinoa Card, you must first lose the Ifrit Card. When you attempt to win the Ifrit Card back also, you'll find that Caraway has already lost it to the former Galbadian Garden headmaster Martine. He can be found sitting on an edge on the screen right from the Mayor's House in Fisherman's Horizon, so win the Ifrit Card back.

Master Fisherman:  
=====

When you get to Fisherman's Horizon for the first time, climb down the long ladder before riding the elevator down, to find the Master Fisherman. He'll give you the Occult Fan III. Do the quest (described in the walkthrough) and you'll get a Megalixir at the end as a reward. At Shumi Village, he'll make a cameo if you did this quest.

Grease Monkey:  
=====

When you are in FH as Squall and Irvine, head to the Grease Monkey's house for a scene, and you'll end up receiving a Mega Phoenix. Come back to the Grease Monkey when Irvine should choose the instruments for everyone and you'll get a Phoenix Down. Check the soldier for 15x Fast Ammo, 10x AP Ammo, 5x Pulse Ammo.

Shiva Card:  
=====

When you are in Timber, grab the Girl Next Door magazine from a stack in the Timber Maniacs building. Later, on Disc 3, you can give this magazine (or sell) to Zone when you're on the White Seed Ship, and he'll give you the Shiva Card.

HOWEVER, be WARNED. The Girl Next Door is a unique item, whereas the Shiva Card can also be won from any CC-Group member on Disc 4. It's up to you to decide what you want to do.

Timber Journalist:  
=====

After you get out of Timber for the first time on Disc 1, head back and go to the townsquare (where the Timber Maniacs building is located). Talk to a man here and cheer him up to become a journalist. Return to Timber on Disc 2 and talk to him again to receive a rare Pet Nametag, of which there are only 2 of in the game without a PocketStation.

Esthar Shop Gifts:  
=====

When you're able to explore Esthar, go visit the shopping mall. Sometimes, when you enter a shop here, you'll be given a gift for free. See the table below:

|                                   |                                           |
|-----------------------------------|-------------------------------------------|
| Cloud's Shop (Esthar Shop):       | Hi-Potion, X-Potion                       |
| Johnny's Shop (Esthar Shop!!!):   | Hi-Potion, Mega-Potion                    |
| Karen's Shop (Esthar Book Store): | Hi-Potion, Mega-Phoenix                   |
| Cheryl's Shop:                    | Rosetta Stone (May require many attempts) |

Crash Site:  
=====

After the Lunar Base events, you can search for the escape pod on the world map. It is located somewhere on the south-eastern tip of the Esthar Continent. It is invisible, so you'll just have to walk around until you find it. Once you've found it, memorize the location for the remainder of your play-through.

Here you can find Piet (the Lunar Base head-chief) and challenge him to a game of cards to win the Alexander Card if you hadn't already on the Lunar Base.

On Disc 4, you can find the Queen of Cards here, who you can also challenge to a game of cards. You can win the typical Rare Cards from her that her father

[illegible]

|                       |      |           |               |                    |             |
|-----------------------|------|-----------|---------------|--------------------|-------------|
| Name: Quezacotl       |      |           |               | 500 Exp per Lvl Up |             |
| Level                 | HP   | Atk Power | Ability Name: | AP:                | Unlocks:    |
| 1                     | 300  | 275       | HP-J          | 50                 | ---         |
| 10                    | 754  | 572       | Vit-J         | 50                 | Elem-Def J  |
| 20                    | 1266 | 902       | Mag-J         | ---                | ---         |
| 30                    | 1786 | 1232      | Elem-Atk-J    | 160                | ---         |
| 40                    | 2314 | 1562      | Elem-Def-J    | 100                | Elem-Def x2 |
| 50                    | 2850 | 1892      | Elem-Defx2    | 130                | ---         |
| 60                    | 3394 | 2222      | Magic         | ---                | ---         |
| 70                    | 3949 | 2552      | GF            | ---                | ---         |
| 80                    | 4506 | 2882      | Draw          | ---                | ---         |
| 90                    | 5074 | 3212      | Item          | ---                | ---         |
| 100                   | 5650 | 3542      | Card          | 40                 | Card Mod    |
| =====                 |      |           | Mag +20%      | 60                 | Mag +40%    |
| GENERAL INFORMATION:  |      |           | Mag +40%      | 120                | ---         |
| =====                 |      |           | SumMag +10%   | 40                 | SumMag +20% |
| Attack: Thunder Storm |      |           | SumMag +20%   | 70                 | SumMag +30% |
| -----                 |      |           | SumMag +30%   | 140                | ---         |
| Element: Lightning    |      |           | GF HP +10%    | 40                 | GF HP +20%  |
| -----                 |      |           | GF HP +20%    | 70                 | ---         |
| Location: Balamb      |      |           | Boost         | 10                 | ---         |
| Garden's student      |      |           | T Mag-RF      | 30                 | Mid Mag-RF  |
| computer.             |      |           | Mid Mag-RF    | 60                 | ---         |
|                       |      |           | Card Mod      | 80                 | ---         |

|             |      |           |               |                    |             |
|-------------|------|-----------|---------------|--------------------|-------------|
| Name: Shiva |      |           |               | 500 Exp per Lvl Up |             |
| Level       | HP   | Atk Power | Ability Name: | AP:                | Unlocks:    |
| 1           | 298  | 263       | Str-J         | 50                 | Elem-Atk-J  |
| 10          | 734  | 564       | Vit-J         | 50                 | Vit +20%    |
| 20          | 1226 | 897       | Spr-J         | ---                | ---         |
| 30          | 1726 | 1230      | Elem-Atk-J    | 160                | ---         |
| 40          | 2234 | 1564      | Elem-Def-J    | 100                | Elem-Def x2 |
| 50          | 2750 | 1897      | Elem-Defx2    | 130                | ---         |
| 60          | 3274 | 2230      | Magic         | ---                | ---         |
| 70          | 3806 | 2563      | GF            | ---                | ---         |
| 80          | 4346 | 2897      | Draw          | ---                | ---         |
| 90          | 4894 | 3230      | Item          | ---                | ---         |

|                      |             |       |                |
|----------------------|-------------|-------|----------------|
| 100   5450   3563    | Doom        | 60    | (Be Level 10+) |
| =====                | Vit +20%    | 60    | Vit +40%       |
| GENERAL INFORMATION: | Vit +40%    | 120   | ---            |
| =====                | Spr +20%    | 60    | Spr +40%       |
| Attack: Diamond Dust | Spr +40%    | 120   | ---            |
| -----                | SumMag +10% | 40    | SumMag +20%    |
| Element: Ice         | SumMag +20% | 70    | SumMag +30%    |
| -----                | SumMag +30% | 140   | ---            |
| Location: Balamb     | GF HP +10%  | 40    | GF HP +20%     |
| Garden's student     | GF HP +20%  | 70    | ---            |
| computer.            | Boost       | 10    | ---            |
|                      | I Mag-RF    | 30    | ---            |
| -----                | -----       | ----- | -----          |

|                        |      |           |               |                    |                |  |
|------------------------|------|-----------|---------------|--------------------|----------------|--|
| Name: Ifrit            |      |           |               | 500 Exp per Lvl Up |                |  |
|                        |      |           |               |                    |                |  |
| Level                  | HP   | Atk Power | Ability Name: | AP:                | Unlocks:       |  |
|                        |      |           |               |                    |                |  |
| 1                      | 305  | 298       | HP-J          | 50                 | ---            |  |
| 10                     | 804  | 607       | Str-J         | ---                | ---            |  |
| 20                     | 1366 | 950       | Elem-Atk-J    | ---                | ---            |  |
| 30                     | 1936 | 1293      | Elem-Def-J    | 100                | Elem-Def x2    |  |
| 40                     | 2514 | 1636      | Elem-Defx2    | 130                | ---            |  |
| 50                     | 3100 | 1980      | Magic         | ---                | ---            |  |
| 60                     | 3694 | 2323      | GF            | ---                | ---            |  |
| 70                     | 4296 | 2666      | Draw          | ---                | ---            |  |
| 80                     | 4906 | 3009      | Item          | ---                | ---            |  |
| 90                     | 5524 | 3352      | Mad Rush      | 60                 | (Be Level 10+) |  |
| 100                    | 6150 | 3695      | Str +20%      | 60                 | Str +40%       |  |
| =====                  |      |           | Str +40%      | 120                | Str Bonus      |  |
| GENERAL INFORMATION:   |      |           | Str Bonus     | 100                | ---            |  |
| =====                  |      |           | SumMag +10%   | 40                 | SumMag +20%    |  |
| Attack: Hell Fire      |      |           | SumMag +20%   | 70                 | SumMag +30%    |  |
| -----                  |      |           | SumMag +30%   | 140                | ---            |  |
| Element: Fire          |      |           | GF HP +10%    | 40                 | GF HP +20%     |  |
| -----                  |      |           | GF HP +20%    | 70                 | GF HP +30%     |  |
| Location: Defeat Ifrit |      |           | GF HP +30%    | 140                | ---            |  |
| in the Fire Cavern.    |      |           | Boost         | 10                 | ---            |  |
|                        |      |           | F Mag-RF      | 30                 | ---            |  |
|                        |      |           | Ammo-RF       | 30                 | (Be Level 10+) |  |
|                        |      |           |               |                    |                |  |

|             |       |           |               |                    |                |
|-------------|-------|-----------|---------------|--------------------|----------------|
| Name: Siren |       |           |               | 400 Exp per Lvl Up |                |
|             |       |           |               |                    |                |
| Level       | HP    | Atk Power | Ability Name: | AP:                | Unlocks:       |
| ----        | ----- | -----     | -----         | -----              | -----          |
| 3           | 391   | 223       | Mag-J         | ---                | ---            |
| 10          | 724   | 393       | ST Atk-J      | ---                | ---            |
| 20          | 1206  | 634       | ST Def-J      | ---                | ---            |
| 30          | 1696  | 875       | ST Def-Jx2    | 130                | ---            |
| 40          | 2194  | 1115      | Magic         | ---                | ---            |
| 50          | 2700  | 1356      | GF            | ---                | ---            |
| 60          | 3214  | 1596      | Draw          | ---                | ---            |
| 70          | 3736  | 1837      | Item          | ---                | ---            |
| 80          | 4266  | 2078      | Item          | ---                | ---            |
| 90          | 4804  | 2318      | Treatment     | 100                | (Be Level 12+) |
| 100         | 5350  | 2559      | Mag +20%      | 60                 | Mag +40%       |
| =====       |       |           | Mag +40%      | 120                | Mag Bonus      |

|                        |                                          |       |             |
|------------------------|------------------------------------------|-------|-------------|
| GENERAL INFORMATION:   | Mag Bonus                                | 100   | ---         |
| =====                  | Move-Find                                | 40    | ---         |
| Attack: Silent Voice   | SumMag +10%                              | 40    | SumMag +20% |
| Effect: Silence        | SumMag +20%                              | 70    | SumMag +30% |
| -----                  | SumMag +30%                              | 140   | ---         |
| Element: ---           | GF HP +10%                               | 40    | GF HP +20%  |
| -----                  | GF HP +20%                               | 70    | GF HP +30%  |
| Location: 1. Draw from | Boost                                    | 10    | ---         |
| Elvoret at the Dollet  | L Mag-RF                                 | 30    | ---         |
| Communications Tower.  | ST Med-RF                                | 30    | ---         |
|                        | *Tool-RF                                 | 30    | ---         |
| 2. Draw from Tri-Point | -----                                    | ----- | -----       |
| in Ultimecia's Castle. | *Note: Only at Lvl 100 can Siren convert |       |             |
| -----                  | 100x Curse Spike into 1x Dark Matter.    |       |             |

|                        |       |           |               |                    |             |
|------------------------|-------|-----------|---------------|--------------------|-------------|
| Name: Brothers         |       |           |               | 500 Exp per Lvl Up |             |
|                        |       |           |               |                    |             |
| Level                  | HP    | Atk Power | Ability Name: | AP:                | Unlocks:    |
| ----                   | ----- | -----     | -----         | ----               | -----       |
| 7                      | 670   | 529       | HP-J          | ---                | ---         |
| 10                     | 824   | 632       | Str-J         | 50                 | Elem-Atk-J  |
| 20                     | 1406  | 977       | Spr-J         | 50                 | Elem-Def-J  |
| 30                     | 1996  | 1322      | Elem-Atk-J    | 160                | ---         |
| 40                     | 2594  | 1667      | Elem-Def-J    | 100                | ---         |
| 50                     | 3200  | 2012      | Magic         | ---                | ---         |
| 60                     | 3814  | 2357      | GF            | ---                | ---         |
| 70                     | 4436  | 2702      | Draw          | ---                | ---         |
| 80                     | 5066  | 3047      | Item          | ---                | ---         |
| 90                     | 5704  | 3392      | Defend        | 100                | ---         |
| 100                    | 6350  | 3737      | HP +20%       | ---                | HP +40%     |
| =====                  |       |           | Mag +40%      | 120                | HP +80%     |
| GENERAL INFORMATION:   |       |           | HP +80%       | 240                | HP Bonus    |
| =====                  |       |           | Cover         | 100                | ---         |
| Attack: Brotherly Love |       |           | HP Bonus      | 100                | ---         |
| -----                  |       |           | SumMag +10%   | 40                 | SumMag +20% |
| Element: Earth         |       |           | SumMag +20%   | 70                 | SumMag +30% |
| -----                  |       |           | SumMag +30%   | 140                | ---         |
| Location: Defeat       |       |           | GF HP +10%    | 40                 | GF HP +20%  |
| Brothers in the Tomb   |       |           | GF HP +20%    | 70                 | GF HP +30%  |
| of the Unknown King    |       |           | GF HP +30%    | 140                | ---         |
|                        |       |           | Boost         | 10                 | ---         |
|                        |       |           |               |                    |             |

|               |      |           |               |                    |          |
|---------------|------|-----------|---------------|--------------------|----------|
| Name: Diablos |      |           |               | 500 Exp per Lvl Up |          |
|               |      |           |               |                    |          |
| Level         | HP   | Atk Power | Ability Name: | AP:                | Unlocks: |
|               |      |           |               |                    |          |
| 9             | 730  | 9%        | HP-J          | ---                | HP +20%  |
| 10            | 784  | 10%       | Mag-J         | ---                | ---      |
| 20            | 1326 | 20%       | Hit-J         | 120                | ---      |
| 30            | 1876 | 30%       | Ability x3    | ---                | ---      |
| 40            | 2434 | 40%       | Dark          | 100                | ---      |
| 50            | 3000 | 50%       | Magic         | ---                | ---      |
| 60            | 3574 | 60%       | GF            | ---                | ---      |
| 70            | 4156 | 70%       | Draw          | ---                | ---      |
| 80            | 4746 | 80%       | Item          | ---                | ---      |
| 90            | 5344 | 90%       | HP +20%       | 60                 | HP +40%  |
| 100           | 5950 | 100%      | HP +40%       | 120                | HP +80%  |

|                        |             |       |            |
|------------------------|-------------|-------|------------|
| =====                  | HP +80%     | 240   | ---        |
| GENERAL INFORMATION:   | Mag +20%    | 60    | Mag +40%   |
| =====                  | Mag +40%    | 120   | ---        |
| Attack: Dark Messenger | Mug         | 200   | ---        |
| -----                  | Enc-Half    | 30    | Enc-None   |
| Element: ---           | Enc-None    | 100   | ---        |
| -----                  | GF HP +10%  | 40    | GF HP +20% |
| Location: Defeat       | GF HP +20%  | 70    | GF HP +30% |
| Diablos after using    | GF HP +30%  | 140   | ---        |
| the Magical Lamp.      | Time Mag-RF | 30    | ---        |
|                        | ST Mag-RF   | 30    |            |
| -----                  | -----       | ----- | -----      |

|                        |       |           |               |                    |              |
|------------------------|-------|-----------|---------------|--------------------|--------------|
| Name: Carbuncle        |       |           |               | 400 Exp per Lvl Up |              |
| -----                  |       |           |               | -----              |              |
| Level                  | HP    | Atk Power | Ability Name: | AP:                | Unlocks:     |
| ----                   | ----- | -----     | -----         | -----              | -----        |
| 16                     | 1220  | ---       | HP-J          | ---                | HP +20%      |
| 20                     | 1326  | ---       | Vit-J         | ---                | ---          |
| 30                     | 2086  | ---       | Mag-J         | 50                 | ST-Atk-J     |
| 40                     | 2714  | ---       | ST-Atk-J      | 160                | ---          |
| 50                     | 3350  | ---       | ST-Def-J      | 100                | ST-Def-J x2  |
| 60                     | 3994  | ---       | ST-Def-Jx2    | 130                | ---          |
| 70                     | 4646  | ---       | Ability x3    | ---                | ---          |
| 80                     | 5306  | ---       | Magic         | ---                | ---          |
| 90                     | 5974  | ---       | GF            | ---                | ---          |
| 100                    | 6650  | ---       | Draw          | ---                | ---          |
| =====                  |       |           | Item          | ---                | ---          |
| GENERAL INFORMATION:   |       |           | HP +20%       | 60                 | HP +40%      |
| =====                  |       |           | HP +40%       | 120                | ---          |
| Attack: Ruby Light     |       |           | Vit +20%      | 60                 | Vit +40%     |
| Effect: Casts Reflect  |       |           | Vit +40%      | 120                | ---          |
| on all party members.  |       |           | Vit Bonus     | 100                | ---          |
| -----                  |       |           | Counter       | 200                | Auto Reflect |
| Element: ---           |       |           | Auto-Reflect  | 250                | ---          |
| -----                  |       |           | GF HP +10%    | 40                 | GF HP +20%   |
| Location: 1. Draw from |       |           | GF HP +20%    | 70                 | GF HP +30%   |
| Iguion at Deling       |       |           | GF HP +30%    | 140                | ---          |
| Presidential Palace.   |       |           | Recov Med-RF  | 30                 | ---          |
|                        |       |           | -----         | -----              | -----        |
| 2. Draw from Krysta at |       |           |               |                    |              |
| Ultimecia's Castle.    |       |           |               |                    |              |
| -----                  |       |           |               |                    |              |

|                 |       |           |               |                    |            |
|-----------------|-------|-----------|---------------|--------------------|------------|
| .-----.         |       |           |               | -----.             |            |
| Name: Leviathan |       |           |               | 500 Exp per Lvl Up |            |
| -----           |       |           |               | -----              |            |
| Level           | HP    | Atk Power | Ability Name: | AP:                | Unlocks:   |
| ----            | ----- | -----     | -----         | -----              | -----      |
| 17              | 1349  | 963       | Spr-J         | ---                | ---        |
| 20              | 1546  | 1075      | Magic         | ---                | ---        |
| 30              | 2206  | 1455      | GF            | ---                | ---        |
| 40              | 2847  | 1815      | Draw          | ---                | ---        |
| 50              | 3550  | 2185      | Item          | 100                | ---        |
| 60              | 4234  | 2555      | Mag-J         | 50                 | Elem-Atk J |
| 70              | 4926  | 2925      | Elem-Atk-J    | 160                | ---        |
| 80              | 5626  | 3295      | Elem-Defx2    | 130                | ---        |
| 90              | 6334  | 3666      | Recover       | 200                | ---        |
| 100             | 7050  | 4036      | Spr +20%      | 60                 | Spr +40%   |

|                        |                 |       |              |
|------------------------|-----------------|-------|--------------|
| =====                  | Spr +40%        | 120   | Spr Bonus    |
| GENERAL INFORMATION:   | Spr Bonus       | 100   | ---          |
| =====                  | Auto Potion     | 150   | ---          |
| Attack: Tsunami        | Sum Mag +10%    | 40    | Sum Mag +20% |
| -----                  | Sum Mag +20%    | 70    | Sum Mag +30% |
| Element: Water         | Sum Mag +30%    | 140   | ---          |
| -----                  | GF HP +10%      | 40    | GF HP +20%   |
| Location: 1. Draw from | GF HP +20%      | 70    | GF HP +30%   |
| NORG at Balamb Garden. | GF HP +30%      | 140   | ---          |
|                        | Boost           | 10    | ---          |
| 2. Draw from Trauma at | Supt Mag-RF     | 20    | RecovMed-RF  |
| Ultimécia's Castle.    | GF Recov Med-RF | 30    | ---          |
| -----                  | -----           | ----- | -----        |

|                        |      |           |               |                    |              |
|------------------------|------|-----------|---------------|--------------------|--------------|
| Name: Pandemona        |      |           |               | 500 Exp per Lvl Up |              |
|                        |      |           |               |                    |              |
| Level                  | HP   | Atk Power | Ability Name: | AP:                | Unlocks:     |
|                        |      |           |               |                    |              |
| 19                     | 1442 | 1052      | Str-J         | ---                | ---          |
| 20                     | 1506 | 1092      | Spd-J         | 120                | Spd +20%     |
| 30                     | 2146 | 1466      | Elem-Atk-J    | ---                | ---          |
| 40                     | 2794 | 1840      | Elem-Def-J    | ---                | ---          |
| 50                     | 3450 | 2213      | Magic         | ---                | ---          |
| 60                     | 4114 | 2587      | GF            | ---                | ---          |
| 70                     | 4786 | 2961      | Draw          | ---                | ---          |
| 80                     | 5466 | 3335      | Item          | ---                | ---          |
| 90                     | 6154 | 3708      | Absorb        | 80                 | ---          |
| 100                    | 6850 | 4082      | Str +20%      | 60                 | Str +40%     |
| =====                  |      |           | Str +40%      | 120                | ---          |
| GENERAL INFORMATION:   |      |           | Spd +20%      | 150                | Spd +40%     |
| =====                  |      |           | Spd +40%      | 200                | ---          |
| Attack: Tornado Zone   |      |           | Initiative    | 160                | ---          |
| -----                  |      |           | Sum Mag +10%  | 40                 | Sum Mag +20% |
| Element: Wind          |      |           | Sum Mag +20%  | 70                 | Sum Mag +30% |
| -----                  |      |           | Sum Mag +30%  | 140                | ---          |
| Location: 1. Draw from |      |           | GF HP +10%    | 40                 | GF HP +20%   |
| Fujin at Balamb.       |      |           | GF HP +20%    | 70                 | GF HP +30%   |
|                        |      |           | GF HP +30%    | 140                | ---          |
| 2. Draw from Red Giant |      |           | Boost         | 10                 | ---          |
| at Ultimecia's Castle. |      |           | Elem-Def-J x2 | 130                | ---          |
|                        |      |           |               |                    |              |

|                      |       |           |               |                    |             |
|----------------------|-------|-----------|---------------|--------------------|-------------|
| Name: Cerberus       |       |           |               | 400 Exp per Lvl Up |             |
|                      |       |           |               |                    |             |
| Level                | HP    | Atk Power | Ability Name: | AP:                | Unlocks:    |
| ----                 | ----- | -----     | -----         | -----              | -----       |
| 23                   | 1490  | ---       | Str-J         | ---                | ---         |
| 30                   | 1876  | ---       | Mag-J         | 50                 | ST-Atk-J    |
| 40                   | 2434  | ---       | Spr-J         | 50                 | ST-Def-J    |
| 50                   | 3000  | ---       | Spd-J         | 120                | Spd +20%    |
| 60                   | 3574  | ---       | Hit-J         | ---                | ---         |
| 70                   | 4156  | ---       | ST-Atk-J      | 160                | ---         |
| 80                   | 4746  | ---       | ST-Def-J      | 160                | ST-Def-J x2 |
| 90                   | 5344  | ---       | ST-Def-Jx2    | 130                | ST-Def-J x4 |
| 100                  | 5950  | ---       | ST-Def-Jx4    | 180                | ---         |
| =====                |       |           | Ability x3    | ---                | ---         |
| GENERAL INFORMATION: |       |           | Magic         | ---                | ---         |
| =====                |       |           | GF            | ---                | ---         |

|                         |             |       |                |
|-------------------------|-------------|-------|----------------|
| Attack: Counter Rockets | Draw        | ---   | ---            |
| Effect: Casts Double &  | Item        | ---   | ---            |
| Triple on party members | Spd +20%    | 150   | Spd +40%       |
| -----                   | Spd +40%    | 200   | Auto Haste     |
| Element: ---            | Auto Haste  | 250   | ---            |
| -----                   | Expend x2-1 | 250   | (Be Level 30+) |
| Location: 1. Defeat     | Alert       | 200   | ---            |
| Cerberus in Galbadia    | GF HP +10%  | 40    | GF HP +20%     |
| Garden.                 | GF HP +20%  | 70    | GF HP +30%     |
|                         | GF HP +30%  | 140   | ---            |
| 2. Draw from Gargantua  | -----       | ----- | -----          |
| at Ultimecia's Castle.  |             |       |                |
| -----                   |             |       |                |

|                         |       |           |               |                    |              |
|-------------------------|-------|-----------|---------------|--------------------|--------------|
| Name: Alexander         |       |           |               | 500 Exp per Lvl Up |              |
|                         |       |           |               |                    |              |
| Level                   | HP    | Atk Power | Ability Name: | AP:                | Unlocks:     |
| ----                    | ----- | -----     | -----         | -----              | -----        |
| 25                      | 1925  | 1350      | Str-J         | ---                | ---          |
| 30                      | 2266  | 1542      | Elem-Atk-J    | 160                | ---          |
| 40                      | 2954  | 1920      | Elem-Defx2    | ---                | ---          |
| 50                      | 3650  | 2298      | Elem-Defx4    | 180                | ---          |
| 60                      | 4354  | 2676      | Ability x3    | ---                | ---          |
| 70                      | 5066  | 3054      | Magic         | ---                | ---          |
| 80                      | 5786  | 3432      | GF            | ---                | ---          |
| 90                      | 6514  | 3810      | Draw          | ---                | ---          |
| 100                     | 7250  | 4188      | Item          | ---                | ---          |
| =====                   |       |           | Revive        | 200                | ---          |
| GENERAL INFORMATION:    |       |           | Spr +40%      | 60                 | Spr +40%     |
| =====                   |       |           | Spr +40%      | 120                | ---          |
| Attack: Holy Judgement  |       |           | Med Data      | 200                | Med LV Up    |
| -----                   |       |           | Sum Mag +10   | 40                 | Sum Mag +20% |
| Element: ---            |       |           | Sum Mag +20   | 70                 | Sum Mag +30% |
| -----                   |       |           | Sum Mag +30   | 140                | ---          |
| Location: 1. Draw from  |       |           | GF HP +10%    | 40                 | GF HP +20%   |
| Edea in Galbadia        |       |           | GF HP +20%    | 70                 | GF HP +30%   |
| Garden.                 |       |           | GF HP +30%    | 140                | ---          |
|                         |       |           | Boost         | 10                 | ---          |
| 2. Draw from Catoblepas |       |           | High Mag-RF   | 60                 | ---          |
| at Ultimecia's Castle.  |       |           | Med LV Up     | 120                | ---          |
|                         |       |           |               |                    |              |

|                      |       |           |               |                    |              |  |
|----------------------|-------|-----------|---------------|--------------------|--------------|--|
| -----                |       |           |               | -----              |              |  |
| Name: Doomtrain      |       |           |               | 500 Exp per Lvl Up |              |  |
| -----                |       |           |               | -----              |              |  |
| Level                | HP    | Atk Power | Ability Name: | AP:                | Unlocks:     |  |
| ----                 | ----- | -----     | -----         | -----              | -----        |  |
| 28                   | 2521  | 1931      | Elem-Atk-J    | ---                | ---          |  |
| 30                   | 2686  | 2028      | ST-Atk-J      | ---                | ---          |  |
| 40                   | 3514  | 2509      | Elem-Defx4    | 180                | ---          |  |
| 50                   | 4350  | 2990      | ST-Def-Jx4    | 180                | ---          |  |
| 60                   | 5194  | 3471      | Magic         | ---                | ---          |  |
| 70                   | 6046  | 3953      | GF            | ---                | ---          |  |
| 80                   | 6907  | 4434      | Draw          | ---                | ---          |  |
| 90                   | 7774  | 4915      | Item          | ---                | ---          |  |
| 100                  | 8650  | 5396      | Darkside      | 100                | ---          |  |
| =====                |       |           | Absorb        | 80                 | ---          |  |
| GENERAL INFORMATION: |       |           | Auto-Shell    | 250                | ---          |  |
| =====                |       |           | Sum Mag +10%  | 40                 | Sum Mag +20% |  |



|                          |                                              |     |              |
|--------------------------|----------------------------------------------|-----|--------------|
| Attack: Runaway Train    | Sum Mag +20%                                 | 70  | Sum Mag +30% |
| Effect: Damage + Inflict | Sum Mag +30%                                 | 140 | Sum Mag +40% |
| Blind, Berserk, Confuse, | Sum Mag +40%                                 | 200 | ---          |
| Curse, Doom, Silence,    | GF HP +10%                                   | 40  | GF HP +20%   |
| Sleep, Slow, Stop, Vit0. | GF HP +20%                                   | 70  | GF HP +30%   |
| -----                    | GF HP +30%                                   | 140 | GF HP +40%   |
| Element: Poison          | GF HP +40%                                   | 200 | ---          |
| -----                    | Boost                                        | 10  | ---          |
| Location: Use Solomon's  | Junk Shop                                    | --- | ---          |
| Ring (found in Tear's    | *Forbid Med-RF                               | 200 | ---          |
| Point), when you have 6x | -----                                        |     |              |
| Steel Pipe, Malboro      | *Note: Only at Level 100 can Doomtrain       |     |              |
| Tentacle and Remedy+ in  | convert 10x Shaman Stone into 1x Hero Trial. |     |              |
| your inventory.          |                                              |     |              |
| -----                    |                                              |     |              |

|                          |                    |           |               |       |              |
|--------------------------|--------------------|-----------|---------------|-------|--------------|
| -----                    |                    |           | -----         |       |              |
| Name: Bahamut            | 500 Exp per Lvl Up |           |               |       |              |
| -----                    |                    |           | -----         |       |              |
| Level                    | HP                 | Atk Power | Ability Name: | AP:   | Unlocks:     |
| ----                     | -----              | -----     | -----         | ----- | -----        |
| 35                       | 3274               | 1451      | Ability x4    | ---   | ---          |
| 40                       | 3714               | 1614      | Magic         | ---   | ---          |
| 50                       | 4600               | 1940      | GF            | ---   | ---          |
| 60                       | 5494               | 2266      | Draw          | ---   | ---          |
| 70                       | 6396               | 2593      | Item          | ---   | ---          |
| 80                       | 7306               | 2919      | Str +60%      | ---   | ---          |
| 90                       | 8224               | 3245      | Mag +60%      | ---   | ---          |
| 100                      | 9150               | 3571      | Mug           | 200   | ---          |
| =====                    |                    |           | Move HP Up    | 200   | ---          |
| GENERAL INFORMATION:     |                    |           | Auto Protect  | 250   | ---          |
| =====                    |                    |           | Expendx2-1    | 250   | ---          |
| Attack: Mega Flare       |                    |           | Rare Item     | 250   | ---          |
| Effect: Piercing Attack  |                    |           | Sum Mag +10%  | 40    | Sum Mag +20% |
| (Defense Ignoring)       |                    |           | Sum Mag +20%  | 70    | Sum Mag +30% |
| -----                    |                    |           | Sum Mag +30%  | 140   | Sum Mag +40% |
| Element: ---             |                    |           | Sum Mag +40%  | 200   | ---          |
| -----                    |                    |           | GF HP +10%    | 40    | GF HP +20%   |
| Location: Defeat Bahamut |                    |           | GF HP +20%    | 70    | GF HP +30%   |
| at the Deep Sea Research |                    |           | GF HP +30%    | 140   | GF HP +40%   |
| Center.                  |                    |           | GF HP +40%    | 200   | ---          |
|                          |                    |           | Boost         | 10    | ---          |
|                          |                    |           | Forbid Mag-RF | ---   | ---          |
| -----                    |                    |           | -----         | ----- | -----        |

|               |                    |           |               |       |             |
|---------------|--------------------|-----------|---------------|-------|-------------|
| -----         |                    |           | -----         |       |             |
| Name: Cactuar | 500 Exp per Lvl Up |           |               |       |             |
| -----         |                    |           | -----         |       |             |
| Level         | HP                 | Atk Power | Ability Name: | AP:   | Unlocks:    |
| ----          | -----              | -----     | -----         | ----- | -----       |
| 28            | 1766               | 2000      | Eva-J         | 200   | Eva+30%     |
| 30            | 2536               | 3000      | Luck-J        | 200   | Luck+50%    |
| 40            | 3314               | 4000      | Magic         | ---   | ---         |
| 50            | 4100               | 5000      | GF            | ---   | ---         |
| 60            | 4894               | 6000      | Draw          | ---   | ---         |
| 70            | 5696               | 7000      | Item          | ---   | ---         |
| 80            | 6498               | 8000      | Defend        | 100   | ---         |
| 90            | 7324               | 9000      | Kamikaze      | 100   | ---         |
| 100           | 8150               | 10000     | Eva+30%       | 150   | Expend x2-1 |
| =====         |                    |           | Luck+50%      | 200   | ---         |

|                        |             |     |          |  |
|------------------------|-------------|-----|----------|--|
| GENERAL INFORMATION:   | Initiative  | 160 | ---      |  |
| =====                  | Move HP-Up  | 200 | ---      |  |
| Attack: 1000 Needles   | HP Bonus    | --- | ---      |  |
| Effect: 10 Levels =    | Str Bonus   | --- | ---      |  |
| 1000 Damage.           | Vit Bonus   | --- | ---      |  |
| -----                  | Mag Bonus   | --- | ---      |  |
| Element: ---           | Spr Bonus   | --- | ---      |  |
| -----                  | Auto-Potion | 150 | ---      |  |
| Location: Defeat Jumbo | Expend x2-1 | 250 | ---      |  |
| Cactuar at Cactuar     | GFHP+10%    | 40  | GFHP+20% |  |
| Island.                | GFHP+20%    | 70  | GFHP+30% |  |
| -----                  | GFHP+30%    | 140 | ---      |  |

|                          |       |                    |                            |
|--------------------------|-------|--------------------|----------------------------|
| -----                    |       | -----              |                            |
| Name: Tonberry           |       | 500 Exp per Lvl Up |                            |
| -----                    |       | -----              |                            |
| Level                    | HP    | Atk Power          | Ability Name: AP: Unlocks: |
| ----                     | ----- | -----              | -----                      |
| 30                       | 2596  | 1492               | Magic --- ---              |
| 40                       | 3394  | 1830               | GF --- ---                 |
| 50                       | 4200  | 2167               | Draw --- ---               |
| 60                       | 5014  | 2505               | Item --- ---               |
| 70                       | 5836  | 2842               | LV Down --- ---            |
| 80                       | 6666  | 3180               | LV Up --- ---              |
| 90                       | 7504  | 3517               | Eva +30% --- ---           |
| 100                      | 8350  | 3855               | Luck +50% --- ---          |
| =====                    |       | Initiative         | 160 ---                    |
| GENERAL INFORMATION:     |       | Move-HP Up         | 200 ---                    |
| =====                    |       | Auto-Potion        | 150 ---                    |
| Attack: Chef's Knife     |       | Sum Mag +10%       | 40 Sum Mag +20%            |
| -----                    |       | Sum Mag +20%       | 70 Sum Mag +30%            |
| Element: ---             |       | Sum Mag +30%       | 140 ---                    |
| -----                    |       | GF HP +10%         | 40 GF HP +20%              |
| Location: Defeat 20      |       | GF HP +20%         | 70 GF HP +30%              |
| Tonberries in the Centra |       | GF HP +30%         | 140 ---                    |
| Ruins to summon Tonberry |       | Boost              | 10 ---                     |
| King. Defeat it.         |       | Haggle             | 150 Sell High              |
|                          |       | Sell High          | 150 ---                    |
| -----                    |       | Familiar           | 150 Call Shop              |
|                          |       | Call Shop          | 200 ---                    |

|                      |       |                     |                            |
|----------------------|-------|---------------------|----------------------------|
| -----                |       | -----               |                            |
| Name: Eden           |       | 1000 Exp per Lvl Up |                            |
| -----                |       | -----               |                            |
| Level                | HP    | Atk Power           | Ability Name: AP: Unlocks: |
| ----                 | ----- | -----               | -----                      |
| 30                   | 4786  | 5425                | Spd-J --- ---              |
| 40                   | 6314  | 6300                | Eva-J --- ---              |
| 50                   | 7850  | 7175                | Hit-J --- ---              |
| 60                   | 9334  | 8050                | Magic --- ---              |
|                      |       |                     |                            |
| 70                   | 9999  | 8925                | GF --- ---                 |
| 80                   | 9999  | 9600                | Draw --- ---               |
| 90                   | 9999  | 10675               | Item --- ---               |
| 100                  | 9999  | 11550               | Mad Rush 60 ---            |
| =====                |       | Darkside            | 100 ---                    |
| GENERAL INFORMATION: |       | Devour              | --- ---                    |
| =====                |       | Luck +50%           | 200 ---                    |



|                    |                                                                                                                   |                             |
|--------------------|-------------------------------------------------------------------------------------------------------------------|-----------------------------|
| Command Abilities: |                                                                                                                   |                             |
| -----              |                                                                                                                   |                             |
| Ability Name:      | Ability Effect:                                                                                                   | Item/(GF):                  |
| =====              | =====                                                                                                             | =====                       |
| Magic              | Allows use of Magic                                                                                               | Magic Scroll                |
| GF                 | Allows use of Guardian Forces                                                                                     | GF Scroll                   |
| Draw               | Allows use of Draw                                                                                                | Draw Scroll                 |
| Item               | Allows use of Items                                                                                               | Item Scroll                 |
| Card               | Turns an enemy into a Card                                                                                        | Gambler Spirit              |
| Doom               | Casts Doom on an opponent                                                                                         | (Shiva)                     |
| Mad Rush           | Casts Protect, Haste & Berserk on the entire party                                                                | (Ifrit, Eden)               |
| Treatment          | Cures Poison, Petrify, Darkness, Silence, Zombie, Sleep, Berserk, Slow, Stop, Curse, Slow Petrify, Confuse, Vit0. | Med Kit, (Siren)            |
| Defend             | Reduces Physical Damage to 0 and halves Magical Damage. Works for one turn.                                       | (Brothers)                  |
| Darkside           | Triplies your Physical Damage, but also hurts the character for 1/10th of Max HP                                  | (Doomtrain, Eden)           |
| Recover            | Restores HP fully of one target                                                                                   | Healing Ring, (Leviathan)   |
| Absorb             | Drains HP from target. This hurts if the drained target is undead                                                 | (Pandemona, Doomtrain)      |
| Revive             | Revives target and restores HP fully                                                                              | Phoenix Spirit, (Alexander) |
| LV Down            | Halves enemy's Level                                                                                              | (Tonberry)                  |
| LV Up              | Doubles enemy's Level                                                                                             | (Tonberry)                  |
| Kamikaze           | Deals massive damage (can exceed 9999, Max is 60000) but kills and removes character                              | Bomb Spirit, Cactuar)       |
|                    | Damage = Max HP * 5. (Can also go critical)                                                                       |                             |
| Devour             | Eats enemy (Can cause a permanent stat increase, but can also cause damage and negative status effects)           | Hungry Cookpot, (Eden)      |
| MiniMog            | Summons MiniMog, which heals your GF's                                                                            | Mog's Amulet                |
|                    | Cost = Average Lvl * 100                                                                                          |                             |
| -----              |                                                                                                                   |                             |

|                      |                           |                     |
|----------------------|---------------------------|---------------------|
| -----                |                           |                     |
| Character Abilities: |                           |                     |
| -----                |                           |                     |
| Ability Name:        | Ability Effect:           | Item/(GF):          |
| =====                | =====                     | =====               |
| HP+20%               | Increases HP by 20%       | Regen Ring          |
| HP+40%               | Increases HP by 40%       | Giant's Ring        |
| HP+80%               | Increases HP by 80%       | Gaea's Ring         |
| Str+20%              | Increases Strength by 20% | Strength Love       |
| Str+40%              | Increases Strength by 40% | Power Wrist         |
| Str+60%              | Increases Strength by 60% | Hyper Wrist         |
| Vit+20%              | Increases Vitality by 20% | Turtle Shell        |
| Vit+40%              | Increases Vitality by 40% | Orihalcon           |
| Vit+60%              | Increases Vitality by 60% | Adamantine          |
| Mag+20%              | Increases Magic by 20%    | Circlet             |
| Mag+40%              | Increases Magic by 40%    | Hypno Crown         |
| Mag+60%              | Increases Magic by 60%    | Royal Crown         |
| Spr+20%              | Increases Spirit by 20%   | Rune Armlet         |
| Spr+40%              | Increases Spirit by 40%   | Force Armlet        |
| Spr+60%              | Increases Spirit by 60%   | Magic Armlet        |
| Spd+20%              | Increases Speed by 20%    | Jet Engine          |
| Spd+40%              | Increases Speed by 40%    | Rocket Engine       |
| Eva+30%              | Increases Evasion by 30%  | (Cactuar, Tonberry) |

|                  |                                                                                               |                                |
|------------------|-----------------------------------------------------------------------------------------------|--------------------------------|
| Luck+50%         | Increases Luck by 50%                                                                         | (Cactuar, Tonberry, Eden)      |
| Mug              | Turns 'Attack' into 'Mug' command. Allows stealing items from enemies                         | (Diablos, Bahamut)             |
| Med Data Counter | Items recover twice their normal amount<br>Character counters when hit with a Physical Attack | Doc's Code<br>Monk's Code      |
| Return Damage    | When damaged, the character returns 25% of the damage to the opponent                         | Hundred Needles                |
| Cover            | Covers for others (physical damage only).<br>Damage is reduced by 50%.                        | Knight's Code                  |
| Expendx2-1       | Use up 1 magic when casting 2 with Double                                                     | (Bahamut)                      |
| Expendx3-1       | Use up 1 magic when casting 3 with Triple                                                     | Three Stars                    |
| HP Bonus         | +1 HP (additionally) per Lvl Up                                                               | (Brothers, Cactuar)            |
| Str Bonus        | +1 Strength (additionally) per Lvl Up                                                         | (Ifrit, Cactuar)               |
| Vit Bonus        | +1 Vitality (additionally) per Lvl Up                                                         | (Carbuncle, Cactuar)           |
| Mag Bonus        | +1 Magic (additionally) per Lvl Up                                                            | (Siren, Cactuar)               |
| Spr Bonus        | +1 Spirit (additionally) per Lvl Up                                                           | (Leviathan, Cactuar)           |
| Auto-Reflect     | Inflicts Permanent Reflect, does not wear off, not even under death                           | Glow Curtain                   |
| Auto-Shell       | Inflicts Permanent Shell, does not wear off, not even under death                             | Moon Curtain                   |
| Auto-Protect     | Inflicts Permanent Protect, does not wear off, not even under death                           | Steel Curtain                  |
| Auto-Haste       | Inflicts Permanent Haste, does not wear off, not even under death                             | Accelerator                    |
| Initiative       | ATB bar is always full at start of battle                                                     | (Pandemona, Cactuar, Tonberry) |
| Move-HP UP       | Recovers HP by walking on the World Map                                                       | (Tonberry)                     |
| Auto-Potion      | Automatically use recovery items when damaged in battle. Uses Potion/Hi-Potions               | (Cactuar, Tonberry)            |

|                  |                                                                                           |            |
|------------------|-------------------------------------------------------------------------------------------|------------|
| -----            |                                                                                           |            |
| Party Abilities: |                                                                                           |            |
| -----            |                                                                                           |            |
| Ability Name:    | Ability Effect:                                                                           | Item/(GF): |
| =====            | =====                                                                                     | =====      |
| Alert            | Prevents Back Attack and First Strike, Increases Back Attack & First Strike for the party | (Cerberus) |
| Enc-Half         | Reduces random encounters by 50%                                                          | (Diablos)  |
| Enc-None         | Prevents all random encounters                                                            | (Diablos)  |
| Rare Item        | Alters your chances of getting items from Steals and Drops (see below)                    | (Bahamut)  |
| Move-Find        | Hidden Save & Draw Points become visible                                                  | (Siren)    |

Note: Rare Item alters your chances like this:

```
=====
Normal chances are:   178/256,   51/256, 15/256, 12/256.
Rare Item chances are: 128/256, 114/256, 14/256,  0/256.
=====
```

The strange thing is, Rare Item only increases the chance of the 2nd most common drop, and DECREASES everything else, even the most rare drop to 0! This means Rare Item generally isn't a good idea to use.

|               |                 |            |
|---------------|-----------------|------------|
| -----         |                 |            |
| GF Abilities: |                 |            |
| -----         |                 |            |
| Ability Name: | Ability Effect: | Item/(GF): |





|                 |                                   |
|-----------------|-----------------------------------|
| Bomb Fragment:  | +1.6 to Ifrit, -0.8 to others     |
| Red Fang:       | +3.2 to Ifrit, -1.6 to others     |
| Arctic Wind:    | +1.6 to Shiva, -0.8 to others     |
| North Wind:     | +3.2 to Shiva, -1.6 to others     |
| Dynamo Stone:   | +3.2 to Quezacotl, -1.6 to others |
| Shear Feather:  | +1.6 to Pandemona, -0.8 to others |
| Venom Fang:     | +3.2 to Doomtrain, -1.6 to others |
| Steel Orb:      | +3.2 to Diablos, -1.6 to others   |
| Moon Stone:     | +3.2 to Alexander, -1.6 to others |
| Dino Bone:      | +3.2 to Brothers, -1.6 to others  |
| Windmill:       | +3.2 to Pandemona, -1.6 to others |
| Dragon Skin:    | +3.2 to Carbuncle, -1.6 to others |
| Fish Fin:       | +2.0 to Leviathan, -1.0 to others |
| Dragon Fin:     | +3.2 to Cerberus, -1.6 to others  |
| Silence Powder: | +3.2 to Siren, -1.6 to others     |
| Poison Powder:  | +1.6 to Doomtrain, -0.8 to others |
| Chef's Knife:   | +3.2 to Tonberry, -1.6 to others  |
| Cactus Thorn:   | +3.2 to Cactuar, -1.6 to others   |
| Shaman Stone:   | +3.2 to Bahamut, -1.6 to others   |
| LuvLuv G:       | +20.2 to all                      |

o Effects of Summoning a GF:

| GF Name:  | Change in Compatibility:                               |
|-----------|--------------------------------------------------------|
| Quezacotl | +20.0 to Quezacotl, -10.0 to Leviathan, -1.6 to others |
| Shiva     | +20.0 to Shiva, -10.0 to Ifrit, -1.6 to others         |
| Ifrit     | +20.0 to Ifrit, -10.0 to Shiva, -1.6 to others         |
| Siren     | +20.0 to Siren, -10.0 to Carbuncle, -1.6 to others     |
| Brothers  | +20.0 to Brothers, -10.0 to Pandemona, -1.6 to others  |
| Diablos   | +20.0 to Diablos, -1.6 to others                       |
| Carbuncle | +20.0 to Carbuncle, -10.0 to Siren, -1.6 to others     |
| Leviathan | +20.0 to Leviathan, -10.0 to Quezacotl, -1.6 to others |
| Pandemona | +20.0 to Pandemona, -10.0 to Brothers, -1.6 to others  |
| Cerberus  | +20.0 to Cerberus, -1.6 to others                      |
| Alexander | +20.0 to Alexander, -10.0 to Doomtrain, -1.6 to others |
| Doomtrain | +20.0 to Doomtrain, -10.0 to Alexander, -1.6 to others |
| Bahamut   | +20.0 to Bahamut, -1.6 to others                       |
| Cactuar   | +20.0 to Cactuar, -1.6 to others                       |
| Tonberry  | +20.0 to Tonberry, -1.6 to others                      |
| Eden      | +2.0 to Eden, +1.0 to others                           |

o Effects of casting a Magic Spell:

| Spell Name | Change in Compatibility:                               |
|------------|--------------------------------------------------------|
| Fire       | +1.0 to Ifrit, -0.8 to Shiva, -0.2 to Eden             |
| Fira       | +2.0 to Ifrit, -1.0 to Shiva, -0.2 to Eden             |
| Firaga     | +2.4 to Ifrit, -1.2 to Shiva                           |
| Blizzard   | +1.0 to Shiva, -0.8 to Ifrit, -0.2 to Eden             |
| Blizzara   | +2.0 to Shiva, -1.0 to Ifrit, -0.2 to Eden             |
| Blizzaga   | +2.4 to Shiva, -1.2 to Ifrit                           |
| Thunder    | +1.0 to Quezacotl, -0.4 to Leviathan, -0.2 to Eden     |
| Thundara   | +2.0 to Quezacotl, -0.6 to Leviathan, -0.2 to Eden     |
| Thundaga   | +2.4 to Quezacotl, -0.8 to Leviathan                   |
| Water      | +1.0 to Leviathan, -0.8 to Quezacotl, Pandemona        |
| Aero       | +0.6 to Pandemona, +0.2 to Quezacotl, -0.2 to Brothers |
| Bio        | +1.0 to Doomtrain, -1.0 to Alexander                   |





- Chocobo has four attacks, of which the stronger ones can be unlocked by playing the minigame through a PocketStation (a flopped memory card device).
- The table below indicates what the average attack power of the attacks is, depending on Chocobo's Level. Note: ChocoFire is Fire Elemental, the rest is all Non-Elemental.

| Chocobo's Lvl | ChocoFire | ChocoFlare | ChocoMeteor | ChocoBocle   |
|---------------|-----------|------------|-------------|--------------|
| 1             | 750       | -          | -           | -            |
| 10            | 1200      | -          | -           | -            |
| 20            | 1700      | -          | -           | -            |
| 30            | 2200      | -          | -           | -            |
| 40            | 2700      | -          | -           | -            |
| 50            | 3200      | 4950       | -           | -            |
| 60            | 3700      | 5700       | 8100(Lvl63) | -            |
| 70            | 4200      | 6450       | 8800        | 12000(Lvl76) |
| 80            | 4700      | 7200       | 9800        | 12500        |
| 90            | 5200      | 7950       | 9999        | 13750        |
| 100           | 5700      | 8700       | 9999        | 15000        |

Note: ChocoBocle can exceed 9999 damage.

#### MiniMog

=====

- You can teach this Ability to a GF with the 'Mog's Amulet' item, which can ONLY be obtained through a PocketStation.
- This is more a GF Command which heals all GF's in battle when used. You have to pay it though, and the cost is like this: 'Moogles Dance'

Gil Cost = [100 x Party's Average Level]

#### Moomba

=====

- You can summon a Moomba by using the Friendship Item, which can ONLY be gotten through a PocketStation. Moomba attempts to cut the enemy down to 1 HP, unless they have 10000 or more HP. The damage formula is for the 'MoombaMoomba':

Damage = [Target's Current HP - 1]

Max Damage = 9999

#### Phoenix

=====

- Use a Phoenix Pinion item in battle to summon Phoenix. Once you have summoned Phoenix once, there is a 12.5% chance that Phoenix will appear when all party members die in a future fight.
- 'Rebirth Flame': Fire Elemental damage to all enemies, Revives all Party Members to 12.5% of their Max HP.

| Level: | Attack Power |
|--------|--------------|
| 1      | 393          |
| 10     | 1252         |



I've created the most compact, complete, and accurate junctioning tables you can find. For some reason all the other guides have errors here. Enjoy them, perhaps print them. They're the most useful thing in the world when junctioning.

If you Junction 100 of a magic to your stats, you will get the increase that is listed in the table below. If you only junction 50 of a magic, you'll only get half of the below listed increase, if you junction 10, you only get 1/10th, etc.

Total of 50 spells:

| Magic Name: | HP   | Str | Vit | Magic | Spirit | Speed | *Eva%* | Hit% | Luck |
|-------------|------|-----|-----|-------|--------|-------|--------|------|------|
| Fire        | 100  | 10  | 4   | 10    | 4      | 8     | 2      | 10   | 8    |
| Fira        | 200  | 15  | 8   | 15    | 8      | 12    | 3      | 16   | 12   |
| Firaga      | 1400 | 30  | 16  | 30    | 16     | 14    | 4      | 20   | 14   |
| Blizzard    | 100  | 10  | 4   | 10    | 4      | 8     | 2      | 10   | 8    |
| Blizzara    | 200  | 15  | 8   | 15    | 8      | 12    | 3      | 16   | 12   |
| Blizzaga    | 1400 | 30  | 16  | 30    | 16     | 14    | 4      | 20   | 14   |
| Thunder     | 100  | 10  | 4   | 10    | 4      | 8     | 2      | 10   | 8    |
| Thundara    | 200  | 15  | 8   | 15    | 8      | 12    | 3      | 16   | 12   |
| Thundaga    | 1400 | 30  | 16  | 30    | 16     | 14    | 4      | 20   | 14   |
| Water       | 300  | 20  | 14  | 18    | 14     | 12    | 4      | 18   | 13   |
| Aero        | 300  | 17  | 10  | 16    | 10     | 20    | 7      | 22   | 15   |
| Bio         | 700  | 24  | 15  | 24    | 15     | 5     | 2      | 4    | 4    |
| Demi        | 1600 | 34  | 18  | 36    | 18     | 12    | 3      | 14   | 10   |
| Holy        | 3800 | 55  | 28  | 45    | 48     | 10    | 8      | 24   | 14   |
| Flare       | 3200 | 56  | 24  | 44    | 26     | 12    | 4      | 26   | 12   |
| Meteor      | 4600 | 75  | 34  | 52    | 34     | 30    | 12     | 40   | 22   |
| Quake       | 2600 | 40  | 20  | 40    | 20     | 7     | 3      | 30   | 12   |
| Tornado     | 3000 | 48  | 24  | 42    | 24     | 33    | 13     | 38   | 14   |
| Ultima      | 6000 | 100 | 82  | 100   | 95     | 60    | 24     | 60   | 60   |
| Cure        | 200  | 4   | 15  | 4     | 15     | 3     | 2      | 2    | 2    |
| Cura        | 500  | 8   | 28  | 8     | 28     | 4     | 2      | 3    | 3    |
| Curaga      | 2200 | 20  | 65  | 20    | 65     | 10    | 4      | 10   | 10   |
| Life        | 1200 | 8   | 50  | 10    | 50     | 4     | 1      | 3    | 4    |
| Full-Life   | 4800 | 20  | 80  | 20    | 85     | 8     | 4      | 8    | 20   |
| Regen       | 2600 | 18  | 70  | 18    | 60     | 8     | 3      | 8    | 8    |
| Esuna       | 500  | 6   | 36  | 12    | 36     | 3     | 1      | 3    | 10   |
| Dispel      | 1000 | 12  | 38  | 16    | 60     | 8     | 3      | 8    | 14   |
| Protect     | 400  | 6   | 40  | 10    | 18     | 3     | 1      | 3    | 14   |
| Shell       | 400  | 6   | 18  | 10    | 40     | 3     | 1      | 3    | 14   |
| Reflect     | 2000 | 14  | 46  | 20    | 72     | 10    | 4      | 8    | 16   |
| Aura        | 3400 | 70  | 22  | 24    | 24     | 10    | 2      | 50   | 40   |
| Double      | 200  | 15  | 6   | 18    | 6      | 10    | 4      | 40   | 2    |
| Triple      | 2400 | 70  | 10  | 70    | 10     | 70    | 16     | 150  | 30   |
| Haste       | 500  | 12  | 16  | 20    | 20     | 50    | 8      | 10   | 10   |
| Slow        | 500  | 12  | 16  | 20    | 20     | 40    | 8      | 10   | 10   |
| Stop        | 800  | 18  | 20  | 30    | 24     | 48    | 10     | 20   | 10   |
| Blind       | 100  | 6   | 5   | 12    | 10     | 3     | 1      | 30   | 2    |
| Confuse     | 700  | 22  | 18  | 28    | 18     | 18    | 3      | 8    | 8    |
| Sleep       | 100  | 6   | 5   | 12    | 10     | 4     | 4      | 3    | 2    |
| Silence     | 100  | 6   | 5   | 12    | 10     | 4     | 1      | 3    | 2    |
| Break       | 1000 | 20  | 20  | 34    | 35     | 10    | 4      | 10   | 12   |
| Death       | 1800 | 22  | 22  | 38    | 58     | 10    | 4      | 10   | 38   |
| Drain       | 400  | 13  | 30  | 20    | 24     | 6     | 2      | 5    | 4    |
| Pain        | 2800 | 42  | 38  | 60    | 45     | 4     | 2      | 4    | 40   |

|            |      |    |    |    |    |    |    |    |    |
|------------|------|----|----|----|----|----|----|----|----|
| Berserk    | 300  | 13 | 8  | 14 | 8  | 5  | 2  | 4  | 3  |
| Float      | 200  | 8  | 15 | 8  | 15 | 16 | 3  | 12 | 20 |
| Zombie     | 800  | 15 | 24 | 15 | 12 | 2  | 1  | 2  | 2  |
| Meltdown   | 1500 | 24 | 80 | 20 | 20 | 3  | 2  | 12 | 8  |
| Scan       | 100  | 5  | 5  | 5  | 5  | 3  | 2  | 3  | 3  |
| Apocalypse | 4200 | 80 | 80 | 80 | 90 | 30 | 12 | 30 | 30 |

Note: Apocalypse can be drawn in the final battle with Ultimecia, but can never be officially junctioned.

Evasion junctions vary slightly because of how the stat Eva% works. Speed plays a large role into the base Eva% stat. The below table shows what the base Eva% is at which Speed Range:

| Spd Range: | Eva%  | Spd Range: | Eva%  |
|------------|-------|------------|-------|
| =====      | ===== | =====      | ===== |
| 15- 23:    | 01    | 136-143:   | 13    |
| 24- 31:    | 02    | 144-155:   | 14    |
| 32- 43:    | 03    | 156-163:   | 15    |
| 44- 51:    | 04    | 164-175:   | 16    |
| 52- 63:    | 05    | 176-183:   | 17    |
| 64- 71:    | 06    | 184-195:   | 18    |
| 72- 83:    | 07    | 196-203:   | 19    |
| 84- 91:    | 08    | 204-215:   | 20    |
| 92-103:    | 09    | 216-227:   | 21    |
| 104-115:   | 10    | 228-235:   | 22    |
| 116-123:   | 11    | 236-247:   | 23    |
| 124-135:   | 12    | 248-255:   | 24    |

When you junction something onto Eva-J, it 'increases' the Speed value for the formula of Eva%. Therefore, the amounts in the junction table in the previous section can vary slightly. This usually isn't more than only 1%, so it's not a very big deal, but this is the explanation.

The max Eva% you can thus attain is 48% if you have 255 Speed and 100x Ultima junctioned to Eva-J.

```

00*-=-*-=-*-=-*-=-00-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-00*-=-*-=-*-=-*-=-*-=-*-=-*-=-00
||      {JUN-2} Elemental Junctions      ||
00*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-00

```

The following is a table which lists all elemental magic in the game. If a magic isn't mentioned here (for example, Flare or Demi), then it is NON-Elemental. Note: Gravity is more a Status Effect in FF8 than an Element.

This table is for Elemental Attack Junction:

| Magic Name: | % Increase: | Element: |
|-------------|-------------|----------|
| Fire        | +50%        | Fire     |
| Fira        | +80%        | Fire     |





| 1 | since it also features a picture of a creature, GF, or character. These  
 | 5 4 | numbers represent the strength of a card. The example is a Geezard Card  
 | 1 | which is considered to be a Level 1 card. A card has four numbers, one  
 '-----' at the top, left, right, and bottom. A low number indicates a low power  
 on that side of the card; A higher number a better power. In the example, the  
 Geezard Card has decent power on the left and right, but very poor power on the  
 bottom and top.

Cards can be placed on a 3x3 field, with 9 spots in total. Each player, you and  
 the computer, will hold 5 cards; Yes, one will be unused. A random arrow will  
 point out who will start, and the game begins. The goal is to turn your  
 opponent's cards by laying a higher numbered card next to theirs. Red cards are  
 turned in your opponents favor; Blue cards in yours.

.----- .----- In the example on the left, let's say your opponent opens with  
 | 1 | | 2 | the aforementioned Geezard Card, and puts it in the upper left  
 | 5 4 |<| 6 1 | corner of the field. You can now flip his card by laying the  
 | 1 | | 2 | Cockatrice card next to it. In this example, I've laid it on  
 '-----' '-----' the right of it, but placing it below the Geezard Card would  
 also have flipped it. In the example, 6 is greater than 4. Card flipped. The  
 Score will now go from [5 - 5] (the initial score) to [4 - 6], in your favor.  
 Note that in the next turn, your opponent is likely to re-take the flipped  
 Geezard Card by placing a card below it; After all, it's only got the number 1  
 at the bottom.

When you've won the match, you can choose one or more cards (depending on the  
 trading rule) from your opponent. Card names in white are cards you already  
 have, card names in blue are cards you don't have yet, and card names in yellow  
 are cards you have had before, but lost all copies of - and you don't have them  
 in your posession anymore.

## Additional Rules

=====

There are a few additional rules that make the card game a little more  
 complication, but then again also more interesting.

## Playing Rules:

-----

- o Open: Your hand and your opponent's hand are visible to each other.  
 Very basic and useful rule. It kind of sucks to not know which  
 cards your opponent has. And I don't trust computers in 'not  
 knowing which cards you have'.
- o Sudden Death: A card game will allow no 'Draw', and must be played until one  
 of the card players wins. When a game results in a 'Draw', the  
 game will be continued with the red flipped cards to your  
 opponent, and the blue flipped to your hand. This could mean  
 you end up holding a few of your opponent's card.
- o Random: A horrible rule which randomly assigns cards to your hand. And  
 there is no penalty for the computer, since their cards are  
 already randomly chosen. Try to get rid of this rule, and  
 certainly NEVER spread this unless you're a masochistic gamer.

- o Same: .----- .----- The leftmost card is already on the field, and  
 | 5 | | 2 | your place the right card next to it. Because  
 | 3 1 |=| 1 1 | 1 and 1 are the same, the left card is turned.  
 | 1 | | 6 |  
 '-----' '-----'



o Same Wall: This is an addition to the Same rule, which makes it possible to get the effect of Same through the use of the walls of the field. All walls of the field will have the value 'A' which is equal to 10. In the example on the right, the left card is already on the field. Now the right card is placed next to it, and because it's the same with the wall AND with the left card, it flips the card. This rule is rare.

|               |   |   |   |
|---------------|---|---|---|
| .----- .----- |   |   |   |
|               | A |   | 8 |
| 9             | 4 | = | 4 |
|               | 6 |   | A |
| '-----' '---  |   |   |   |

o Plus: Card 1 Card 2 Let's assume Card 1 and 3 were already on the field and you place Card 2 on the position where it is on the picture to the left. You will now get the Plus effect, because Card 1&2 have the numbers 4 + 1 which makes 5. Card 2&3 have the numbers 3 + 2 which makes 5. If Card 1 or 3 wasn't flipped, they will be now. It doesn't matter if one of them was flipped or not, the rule will stay in effect and flip only the other card instead.

|                |   |   |   |
|----------------|---|---|---|
|                | 1 |   | 1 |
| 5              | 4 | - | 1 |
|                | 1 |   | 3 |
| '-----' '----- |   |   |   |

Note: Card 4 will be used as an example for Card 4 Card 3 ----- the next rule below.

o Combo: This rule is one of the most complex ones, and it adds to the previously three rules: Same, Same Wall, and Plus. In the above example, let's also assume that Card 4 was already lying on the field before Card 2 was placed. Now Card 2 is placed and the rule Plus does it's work for Card 1 and 3. But now the Combo rule comes into play. Because Card 3 was flipped by Plus, it now has the chance to flip Card 4. The numbers of Card 4 & 3 add up to the amount we had gotten earlier: 4 + 1 = 5. And so the Combo rule makes it so that Card 4 is also flipped. In this example, only the 'Plus Combo' has been described, but by now you hopefully understand that Combo would also have been effective with Same or Same Wall, should the numbers have been the same.

o Elemental: A simple rule. With this rule in effect, some field tiles will have an elemental icon. There are 7 possible elements in-game: Fire, Ice, Lightning, Earth, Wind, Poison and Holy. Some cards have elemental icons themselves. If you place a Wind elemental card (Pandemona, for example) on a Wind tile of the field, the card will gain +1 for all it's numbers. However, if you would've placed a card with no elemental property, or one with a different elemental, it would've gotten a decrease of -1 to all it's numbers.

#### Trading Rules:

o One: The winner is allowed to choose one card from the opponent's five cards.

o Diff: This card allows the winner to take a certain amount of cards based on the difference in score they've won with:

[6 - 4] = Winner can choose 2 Cards  
 [7 - 3] = Winner can choose 4 Cards  
 [8 - 2] or [9 - 1] = Winner gets all Cards



2. In order to abolish or spread, you must be "carrying" the rules from an other region. This is always the last area you've played in, and in that area the people don't ask you to mix rules anymore. If you want to pick up rules from a certain region, simply challenge someone until they stop asking to mix rules. Challenging means you don't have to go into the Triple Triad screen, just say no until they want to play. Now you'll "carry" that region's rules.
3. "Playing" a game simply means, get to the card rules screen. You can choose to exit the game, or to play a game, but exiting is much faster.
4. A few things can now happen after playing in Region B:
  - Nothing
  - A rule abolishes (but not the one you want)
  - A rule spreads (but not the one you want)
  - A rule abolishes (the one you want)
  - A rule spreads (the one you want)

All this can only happen in Region B, the other has nothing to do with it. Region B is the region you want to change things in. The other one (Region A) is the one of which you're "carrying" rules.

5. If nothing happens, repeat. If you don't get the desired result, reset and try again. Should you be seeing a pattern after many resets, go play a card game with someone else, and come back to try again (just be sure to have the Region A's rules again).
6. There is a guy in Balamb Town, at the docks, who will abolish ALL rules, that includes Open. This only applies to Balamb, however. Simply play a game with him to accomplish this. There is no need for this is you only have Open here.
7. You can pay the Queen of Cards to spread a rule in the area she is currently in. This costs 30000 gil, but you can't choose from any rule to be spread. The following scheme is used:

Open -> Same -> Plus -> Random -> Sudden Death -> Wall Same -> Elemental

If an area has the rules Open, Same, and Elemental, the Queen will thus offer the first rule in the scheme that the area doesn't have, in this case that would be the Plus rule.

#### Trade Rules:

=====

#### Dominant Region:

-----

1. The dominant region is simply the region on which the trade rule is currently based off. The trade rule will spread out from this region if you play in an other region.
2. The game has a 'dominance counter' that goes from 0 to 10. If you play a card game in the dominant region, the counter will go up by 1 in that region, and it will go down by 1 if you play in a different region. If the counter falls to 0, and you play in a different region, that region will then become the dominant region and the counter increases by 1.
3. In other words, to make a region dominant, play 11 games in that region you want to become dominant and you'll be sure that it's now the dominant region.

## Changing Trade Rule:

1. Trade Rules can change according to two patterns:
  1. The trade rule goes straight to One.
  2. One <- Diff <- Direct <- All.Go down a step on the ladder, so All goes to Direct, and Direct goes to Diff, and Diff goes to One, and One stays One.
2. The game changes between these two patterns between 36-37 games on average.
3. If you want to know which one is currently the case, talk to the Queen and ask he about the trade rule.
  - 1 = "People are conservative and the trade rule is going to One"
  - 2 = "There is some trading going on, [current trade rule] will spread out from [current dominant region]".
4. Whenever you have played a game, there's a small chance that some regions will change their trade rule to the match the dominant region's trade rule. If this happens, the region you played in will always be one of the regions that changes.

## Changing Trade Rule with Queen:

1. It's also possible to use the Queen of Cards to change the trade rule at any time you want. The positive part about this is that you're not stuck with the game's current trading pattern.
2. If you play the Queen of Cards in a region, then the trade rule of that region will be randomly changed. This does NOT have to match the rule she just (also randomly) used in the game you played with her. You'll just have to see what trade rule it goes to by playing someone in the region. If it's not what you want, reset and try again.
3. You can move the Queen of Cards around by using the following tables:

| Location:     | Can move to:                                                      |
|---------------|-------------------------------------------------------------------|
| =====         | =====                                                             |
| Balamb        | Dollet (37.5%), Deling City (62.5%)                               |
| Dollet        | Balamb (37.5%), Deling City (62.5%)                               |
| Deling City   | Balamb (12.5%), Dollet (12.5%), Winhill (12.5%), FH (62.5%)       |
| Shumi Village | Balamb (25%), Dollet (50%), Lunar Gate (25%)                      |
| Winhill       | Deling City (37.5%), Dollet (37.5%), FH (25%)                     |
| FH            | Dollet (12.5%), Winhill (25%), Esthar (62.5%)                     |
| Esthar        | Dollet (12.5%), Shumi Village (25%), FH (12.5%), Lunar Gate (50%) |
| Lunar Gate    | Random Area (Any area, no clue given)                             |

Note: FH stands for Fisherman's Horizon.

| Clue:         | Will move to:                                            |
|---------------|----------------------------------------------------------|
| =====         | =====                                                    |
| Balamb        | In front of the Balamb Town Station                      |
| Dollet        | Upstairs in the Dollet Pub                               |
| Galbadia      | The Hotel in Deling City                                 |
| Shumi Village | The Hotel in Shumi Village                               |
| Centra        | The Hotel in Winhill                                     |
| FH            | Train tracks (with Save Point) in FH                     |
| Esthar        | Presidential Palace in Esthar (screen with the elevator) |
| Lunar Gate    | Lunar Gate Hallway, in the background                    |

TIP: Try to NEVER EVER make the trading rule Direct or All. Always try to get  
---- the Diff trading rule. The reason for this is that the Direct trading rule  
sucks ass, and while All is good itself, it can easily degenerate into  
Direct, leaving you with blisters. No, no. Diff is the way to go, go.

The big reasoning behind this is that on Disc 4, the Left Diamond girl of the CC-Group is the ultimate source of rare cards. She uses Trabia rules, so if you left the Queen at Trabia on Disc 3, you can now use her to change the Left Diamond girl's trading rule at any time you want. You can do this by going to the Crash Site and playing a game with the Queen, and check what the trade rule becomes at the Left Diamond girl.

```
00*-=-*-=-*-=-*-=-00=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-o00*-=-*-=-*-=-*-=-*-=-*-=-o0
||      {TTC-3} Card List + Card Mod    ||
00=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-o0
```

|                |                               |     |                                |
|----------------|-------------------------------|-----|--------------------------------|
| 4              | Elemental: Lightning          | 4   | Elemental: Wind                |
| 1              | Card Name: Gesper             | 5   | Card Name: Anacondaaur         |
| 1 5            | Card Mod: [1:1] Black Hole    | 5 1 | Card Mod: [1:1] Venom Fang     |
| 4              | Elemental: ---                | 3   | Elemental: ---                 |
| 5              | Card Name: Fastitocalon-F     | 5   | Card Name: Creeps              |
| 3 1            | Card Mod: [5:1] Water Crystal | 2 2 | Card Mod: [1:1] Coral Fragment |
| 1              | Elemental: Earth              | 5   | Elemental: Lightning           |
| 2              | Card Name: Blood Soul         | 4   | Card Name: Grendel             |
| 1 1            | Card Mod: [1:1] Zombie Powder | 2 4 | Card Mod: [1:1] Dragon Fin     |
| 6              | Elemental: ---                | 5   | Elemental: Lightning           |
| 4              | Card Name: Caterchipillar     | 4   | Card Name: Jelleeye            |
| 3 2            | Card Mod: [1:1] Spider Web    | 3 2 | Card Mod: [1:1] Dragon Fin     |
| 4              | Elemental: ---                | 4   | Elemental: Lightning           |
| 1              | Card Name: Cockatrice         | 1   | Card Name: Grand Mantis        |
| 5 4            | Card Mod: [1:5] Cockatrice    | 5 4 | Card Mod: [1:5] Sharp Spike    |
| 1              | Pinion                        | 1   | Elemental: ---                 |
| Elemental: --- |                               |     |                                |

|                |                               |                |                               |
|----------------|-------------------------------|----------------|-------------------------------|
| Level 3 Cards: |                               | Level 4 Cards: |                               |
| -----          |                               | -----          |                               |
| 6              | Card Name: Forbidden          | 2              | Card Name: Turtapod           |
| 2 6            | Card Mod: [1:1] Betrayal      | 7 3            | Card Mod: [5:1] Healing Mail  |
| 3              | Sword                         | 6              | Elemental: ---                |
| -----          | Elemental: ---                | -----          |                               |
| -----          |                               | -----          |                               |
| 6              | Card Name: Armadodo           | 6              | Card Name: Vysage             |
| 6 3            | Card Mod: [1:1] Dino Bone     | 5 5            | Card Mod: [1:1] Wizard Stone  |
| 1              | Elemental: Earth              | 4              | Elemental: ---                |
| -----          |                               | -----          |                               |
| -----          |                               | -----          |                               |
| 3              | Card Name: Tri-Face           | 4              | Card Name: T-Rexaur           |
| 5 5            | Card Mod: [1:1] Curse Spike   | 7 6            | Card Mod: [2:1] Dino Bone     |
| 5              | Elemental: Poison             | 2              | Elemental: Earth              |
| -----          |                               | -----          |                               |
| -----          |                               | -----          |                               |
| 7              | Card Name: Fastitocalon       | 2              | Card Name: Bomb               |
| 3 5            | Card Mod: [1:1] Water Crystal | 3 7            | Card Mod: [1:1] Bomb Fragment |
| 1              | Elemental: Earth              | 6              | Elemental: Fire               |



|                            |                               |                                 |                                |
|----------------------------|-------------------------------|---------------------------------|--------------------------------|
| -----                      |                               | -----                           |                                |
| 3                          | Card Name: Chimera            | 4                               | Card Name: X-ATM092            |
| 5 5                        | Card Mod: [10:1] Regen Ring   | 3 8                             | Card Mod: [2:1] Turtle Shell   |
| 5                          | Elemental: Water              | 7                               | Elemental: ---                 |
| -----                      |                               | -----                           |                                |
| 3                          | Card Name: PuPu               | 7                               | Card Name: Granaldo            |
| 1 A                        | Card Mod: [1:1] Hungry        | 5 2                             | Card Mod: [1:1] G-Returner     |
| 2                          | Cookpot                       | 8                               | Elemental: ---                 |
| -----                      |                               | -----                           |                                |
| Elemental: ---             |                               | -----                           |                                |
| Location: Finish UFO Quest |                               | -----                           |                                |
| -----                      |                               | -----                           |                                |
| 6                          | Card Name: Elastoid           | 1                               | Card Name: Gerogero            |
| 7 2                        | Card Mod: [1:1] Steel Pipe    | 3 8                             | Card Mod: [1:1] Circlet        |
| 6                          | Elemental: ---                | 8                               | Elemental: Poison              |
| -----                      |                               | -----                           |                                |
| 5                          | Card Name: GIM47N             | 8                               | Card Name: Iguion              |
| 4 5                        | Card Mod: [1:10] Fast Ammo    | 2 2                             | Card Mod: [1:1] Cockatrice     |
| 7                          | Elemental: ---                | 8                               | Pinion                         |
| -----                      |                               | -----                           |                                |
| Elemental: ---             |                               | -----                           |                                |
| -----                      |                               | -----                           |                                |
| 7                          | Card Name: Malboro            | 6                               | Card Name: Abadon              |
| 2 7                        | Card Mod: [4:1] Malboro       | 5 8                             | Card Mod: [1:30] Dark Ammo     |
| 4                          | Tentacle                      | 4                               | Elemental: ---                 |
| -----                      |                               | -----                           |                                |
| Elemental: Poison          |                               | -----                           |                                |
| -----                      |                               | -----                           |                                |
| 7                          | Card Name: Ruby Dragon        | 4                               | Card Name: Trauma              |
| 4 2                        | Card Mod: [10:1] Inferno Fang | 6 8                             | Card Mod: [1:30] Demolition    |
| 7                          | Elemental: Fire               | 5                               | Ammo                           |
| -----                      |                               | -----                           |                                |
| Elemental: ---             |                               | -----                           |                                |
| -----                      |                               | -----                           |                                |
| 5                          | Card Name: Elnoyle            | 1                               | Card Name: Oilboyle            |
| 6 3                        | Card Mod: [10:1] Energy       | 8 8                             | Card Mod: [1:30] Fire Ammo     |
| 7                          | Crystal                       | 4                               | Elemental: ---                 |
| -----                      |                               | -----                           |                                |
| Elemental: ---             |                               | -----                           |                                |
| -----                      |                               | -----                           |                                |
| 4                          | Card Name: Tonberry King      | 6                               | Card Name: Shumi Tribe         |
| 4 6                        | Card Mod: [1:1] Chef's Knife  | 4 5                             | Card Mod: [5:1] Gambler Spirit |
| 7                          | Elemental: ---                | 8                               | Elemental: ---                 |
| -----                      |                               | -----                           |                                |
| Elemental: ---             |                               | -----                           |                                |
| -----                      |                               | -----                           |                                |
| 6                          | Card Name: Wedge & Biggs      | 7                               | Card Name: Krysta              |
| 7 6                        | Card Mod: [1:1] X-Potion      | 1 5                             | Card Mod: [1:10] Holy Stone    |
| 2                          | Elemental: ---                | 8                               | Elemental: ---                 |
| -----                      |                               | -----                           |                                |
| Elemental: ---             |                               | -----                           |                                |
| -----                      |                               | -----                           |                                |
| -----                      |                               | -----                           |                                |
| Level 7 (BOSS) Cards:      |                               | Level 8 (Guardian Force) Cards: |                                |
| -----                      |                               | -----                           |                                |



|                                                                                                                    |                                                                                                                                                                                                                        |
|--------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| -----<br>  8   Card Name: Propagator<br>  8 4   Card Mod: [1:1] G-Mega-Potion<br>  4   Elemental: ---<br> -----    | -----<br>  4   Card Name: Chubby Chocobo<br>  9 4   Card Mod: [1:100] LuvLuv G<br>  8   Elemental: ---<br> -----  Location: Part of the Queen of<br>Cards Quest<br> -----                                              |
| -----<br>  8   Card Name: Jumbo Cactuar<br>  4 8   Card Mod: [1:1] Cactus Thorn<br>  4   Elemental: ---<br> -----  | -----<br>  9   Card Name: Angelo<br>  3 6   Card Mod: [1:100] Elixir<br>  7   Elemental: ---<br> -----  Location: Win from Watts in the<br>train or White Seed Ship<br> -----                                          |
| -----<br>  8   Card Name: Tri-Point<br>  8 5   Card Mod: [40:1] Jet Engine<br>  2   Elemental: Lightning<br> ----- | -----<br>  3   Card Name: Gilgamesh<br>  6 7   Card Mod: [1:10] Holy War<br>  9   Elemental: ---<br> -----  Location: Win from CC King<br> -----                                                                       |
| -----<br>  5   Card Name: Gargantua<br>  8 6   Card Mod: [10:1] Strength Love<br>  6   Elemental: ---<br> -----    | -----<br>  9   Card Name: MiniMog<br>  2 3   Card Mod: [1:100] Pet House<br>  9   Elemental: ---<br> -----  Location: Win from Kid running<br>around in Balamb Garden Main Halls<br> -----                             |
| -----<br>  8   Card Name: Mobile Type 8<br>  3 6   Card Mod: [1:10] Shell Stone<br>  7   Elemental: ---<br> -----  | -----<br>  9   Card Name: Chicobo<br>  2 3   Card Mod: [1:100] Gysahl Greens<br>  8   Elemental: ---<br> -----  Location: Complete Chocobo<br>Forests Quest<br> -----                                                  |
| -----<br>  8   Card Name: Sphinxaur<br>  8 3   Card Mod: [1:1] G-Mega-Potion<br>  5   Elemental: ---<br> -----     | -----<br>  2   Card Name: Quetzacotl<br>  4 9   Card Mod: [1:100] Dynamo Stone<br>  9   Elemental: Lightning<br> -----  Location: Win from Mayor<br>Dobe in<br>Fisherman's Horizon<br> -----                           |
| -----<br>  8   Card Name: Tiamat<br>  4 8   Card Mod: [1:10] Flare Stone<br>  5   Elemental: ---<br> -----         | -----<br>  6   Card Name: Shiva<br>  9 7   Card Mod: [1:100] North Wind<br>  4   Elemental: Ice<br> -----  Location: On White Seed Ship,<br>give Zone the Girl Next Door Magazine<br> -----                            |
| -----<br>  5   Card Name: BGH251F2<br>  5 7   Card Mod: [1:10] Protect Stone<br>  8   Elemental: ---<br> -----     | -----<br>  9   Card Name: Ifrit<br>  8 6   Card Mod: [1:3] Elem Atk<br>  2   Elemental: Fire<br> -----  Location: 1. From Ifrit<br>2. After losing Ifrit, win it back from<br>Martine at Fisherman's Horizon<br> ----- |
| -----<br>  6   Card Name: Red Giant<br>  7 8   Card Mod: [1:5] Meteor Stone<br> -----                              | -----<br>  8   Card Name: Siren<br>  2 9   Card Mod: [1:3] Status Atk<br> -----                                                                                                                                        |

|                                                                                                                                                          |                                                                                                                                                                                       |
|----------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 4   Elemental: ---<br>'-----'                                                                                                                            | 6   Elemental: ---<br>'-----' Location: Dollet Pub Owner                                                                                                                              |
| -----                                                                                                                                                    | -----                                                                                                                                                                                 |
| .-----.<br>  1   Card Name: Catoblepas<br>  7 8   Card Mod: [1:1] Rename Card<br>  7   Elemental: ---<br>'-----'                                         | 5   Card Name: Sacred<br>  9 1   Card Mod: [1:100] Dino Bone<br>  9   Elemental: Earth<br>'-----' Location: From Sacred                                                               |
| -----                                                                                                                                                    | -----                                                                                                                                                                                 |
| .-----.<br>  7   Card Name: Ultima Weapon<br>  8 7   Card Mod: [1:1] Ultima Stone<br>  2   Elemental: ---<br>'-----'                                     | .-----.<br>  9   Card Name: Minotaur<br>  9 5   Card Mod: [1:10] Adamantine<br>  2   Elemental: Earth<br>'-----' Location: From Minotaur                                              |
| -----                                                                                                                                                    | -----                                                                                                                                                                                 |
| -----<br>Level 9 (Guardian Force) Cards:                                                                                                                 | -----<br>Level 10 (Player) Cards:                                                                                                                                                     |
| -----                                                                                                                                                    | -----                                                                                                                                                                                 |
| .-----.<br>  8   Card Name: Carbuncle<br>  4 4   Card Mod: [1:3] Glow Curtain<br>  A   Elemental: ---<br>'-----' Location: Win from CC Queen             | .-----.<br>  A   Card Name: Ward<br>  8 7   Card Mod: [1:3] Gaea's Ring<br>  2   Elemental: ---<br>'-----' Location: Win from Odine<br>in Esthar                                      |
| -----                                                                                                                                                    | -----                                                                                                                                                                                 |
| .-----.<br>  5   Card Name: Diablos<br>  3 A   Card Mod: [1:100] Black Hole<br>  8   Elemental: ---<br>'-----' Location: From Diablos                    | .-----.<br>  6   Card Name: Kiros<br>  A 7   Card Mod: [1:3] Accelerator<br>  6   Elemental: ---<br>'-----' Location: Part of the Queen of<br>Cards Quest                             |
| -----                                                                                                                                                    | -----                                                                                                                                                                                 |
| .-----.<br>  7   Card Name: Leviathan<br>  7 A   Card Mod: [1:3] Doc's Code<br>  1   Elemental: Water<br>'-----' Location: Win from CC Joker             | .-----.<br>  5   Card Name: Laguna<br>  9 A   Card Mod: [1:100] Hero<br>  3   Elemental: ---<br>'-----' Location: Win from Ellone at<br>Lunar Base                                    |
| -----                                                                                                                                                    | -----                                                                                                                                                                                 |
| .-----.<br>  8   Card Name: Odin<br>  5 A   Card Mod: [1:100] Dead Spirit<br>  3   Elemental: ---<br>'-----' Location: From Odin                         | .-----.<br>  A   Card Name: Selphie<br>  4 8   Card Mod: [1:100] Elem Guard<br>  6   Elemental: ---<br>'-----' Location: Win from Selphie's<br>friend at Trabia Garden                |
| -----                                                                                                                                                    | -----                                                                                                                                                                                 |
| .-----.<br>  A   Card Name: Pandemona<br>  7 1   Card Mod: [1:100] Windmill<br>  7   Elemental: Wind<br>'-----' Location: Win from Balamb<br>Hotel Owner | .-----.<br>  9   Card Name: Quistis<br>  2 6   Card Mod: [1:3] Samantha Soul<br>  A   Elemental: ---<br>'-----' Location: Win from 'Trepie' in<br>the cafeteria (the guy in the back) |
| -----                                                                                                                                                    | -----                                                                                                                                                                                 |
| .-----.<br>  7   Card Name: Cerberus<br>  A 4   Card Mod: [1:100] Lightweight<br>  6   Elemental: ---<br>'-----' Location: From Cerberus                 | .-----.<br>  2   Card Name: Irvine<br>  A 6   Card Mod: [1:3] Rocket Engine<br>  9   Elemental: ---<br>'-----' Location: Part of the Queen of<br>Cards Quest                          |



|                                             |         |       |                                        |
|---------------------------------------------|---------|-------|----------------------------------------|
| Cafeteria Lady                              | 1,2,4,5 | ---   | Cafeteria behind counter               |
| -----                                       | -----   | ----- | -----                                  |
| Guy on bench                                | 1-3     | ---   | (Random) Right Main Hall               |
| -----                                       | -----   | ----- | -----                                  |
| Walking Student Girl                        | 1,3,4   | ---   | (Random) Hall to Library               |
| -----                                       | -----   | ----- | -----                                  |
| Dark Skinned Student                        | 1,4     | ---   | (Random) Hall to Library               |
| -----                                       | -----   | ----- | -----                                  |
| Library Girl w/Pigtail                      | 1-3     | ---   | Library, behind counter                |
| -----                                       | -----   | ----- | -----                                  |
| Male Student in blue                        | 1,3-5   | ---   | Library, middle of room                |
| -----                                       | -----   | ----- | -----                                  |
| Sitting Student                             | 2-4     | ---   | Library, Esuna Draw Screen             |
| -----                                       | -----   | ----- | -----                                  |
| Talking Student Girl                        | 1-5     | ---   | Library Reading Room                   |
| -----                                       | -----   | ----- | -----                                  |
| Boy in Infirmary Hall                       | 1-3     | ---   | (Random)Hallway to Infirmary           |
| -----                                       | -----   | ----- | -----                                  |
| Blonde Girl in Main Hall                    | 1-3     | ---   | (Random) Main Hall                     |
| -----                                       | -----   | ----- | -----                                  |
| Girl with short pants                       | 1,2     | ---   | (Random) Main Hall                     |
| -----                                       | -----   | ----- | -----                                  |
| 3 Girls Group                               | 1,2,4   | ---   | Hallway to Dormitory                   |
| -----                                       | -----   | ----- | -----                                  |
| White Male Student                          | 1-3     | ---   | 2nd Floor Hallway to Class             |
| -----                                       | -----   | ----- | -----                                  |
| Right Girl Talking                          | 1,3,4   | ---   | 2nd Floor Hallway to Class             |
| -----                                       | -----   | ----- | -----                                  |
| Left Girl Talking<br>(Blonde Sister)        |         | ---   | (Random) 2nd Floor Hallway<br>to Class |
| -----                                       | -----   | ----- | -----                                  |
| Left Guy Talking<br>(Brother of above girl) |         | ---   | (Random) 2nd Floor Hallway<br>to Class |
| -----                                       | -----   | ----- | -----                                  |

#### Balamb Town Card Players: ( )

=====

| Name:                  | Card Levels: | Rare Cards: | Location/Additional Info:                                                               |
|------------------------|--------------|-------------|-----------------------------------------------------------------------------------------|
| =====                  | =====        | =====       | =====                                                                                   |
| Ma Dinct               | 1,2,4,5      | Zell        | Zell's House (Playable after<br>doing the Seed Field Exam)<br>(Must have Zell in Party) |
| -----                  | -----        | -----       | -----                                                                                   |
| Girl in a band         | 1,3,4        | ---         | Entrance Screen (Disc 1)                                                                |
| -----                  | -----        | -----       | -----                                                                                   |
| Station Conductor      | 1,2          | ---         | Entrance of the Station                                                                 |
| -----                  | -----        | -----       | -----                                                                                   |
| Galbadian Soldier      | 1,2,4,5      | ---         | Docks (Balamb Lockdown ONLY)                                                            |
| -----                  | -----        | -----       | -----                                                                                   |
| Hotel Owner            | 4,5          | Pandemona   | In front of the Hotel                                                                   |
| -----                  | -----        | -----       | -----                                                                                   |
| Hotel Owner's Daughter | 1,3,4        | Pandemona   | 1. Old Man House (Lockdown)<br>2. In front of the Hotel                                 |
| -----                  | -----        | -----       | -----                                                                                   |
| Girl with dog          | 1-5          | ---         | (Random) Docks                                                                          |
| -----                  | -----        | -----       | -----                                                                                   |
| Student skipping class | 3-5          | ---         | (Random) Docks                                                                          |

|                     |         |     |                             |
|---------------------|---------|-----|-----------------------------|
|                     |         |     |                             |
| Chef with red shirt | 1,2,4,5 | --- | Docks (After Lockdown)      |
|                     |         |     |                             |
| Big Bad Rascal      |         | --- | (Events) Dincht Living Room |
|                     |         |     |                             |
| Girl sitting        | 1,2,3   | --- | Entrance Station            |
|                     |         |     |                             |

- o To play the Hotel Owner's Daughter, you must clear the Big Bad Rascal quest during Balamb's Lockdown.
- o The Student skipping class uses his own rule-set (No Rules) which you can use to clear the Balamb Region of all rules.

#### Timber Card Players: (14)

=====

| Name:                                            | Card Levels: | Rare Cards: | Location/Additional Info:    |
|--------------------------------------------------|--------------|-------------|------------------------------|
| =====                                            | =====        | =====       | =====                        |
| Left Guard (after fight with Galbadian Soldiers) | 1,2,4        | ---         | Entrance/Exit to Worldmap    |
|                                                  |              |             |                              |
| Cat Loving Girl                                  | 1,2          | ---         | In the street near the Hotel |
|                                                  |              |             |                              |
| Girl looking at Models                           | 4            | ---         | In the Hotel                 |
|                                                  |              |             |                              |
| Guy who likes Girls                              | 1,2,4        | ---         | (Random) Overpass            |
|                                                  |              |             |                              |
| Guy in White                                     | 1,3          | ---         | (Random) Galbadia Station    |
|                                                  |              |             |                              |
| Old Lady                                         | 1,3          | ---         | Pet Shop Screen              |
|                                                  |              |             |                              |
| Dark Woman/White Bikini                          | 1            | ---         | City Square Timber Maniacs   |
|                                                  |              |             |                              |
| Old Lady                                         | 1,3          | ---         | Pet Shop Screen              |
|                                                  |              |             |                              |
| Couple on Bench                                  | 2,3,4        | ---         | Intersection to Pub+Station  |
|                                                  |              |             |                              |
| Boy on Station Bridge                            | 1            | ---         | Eastern Station Bridge       |
|                                                  |              |             |                              |
| Woman (Train Expert)                             | 1,4          | ---         | Eastern Station              |
|                                                  |              |             |                              |
| Depressed Woman at Home                          | 1,2          | ---         | Old Man's (Owl Tears) House  |
|                                                  |              |             |                              |
| Pub Owner (after moving the drunkard away)       | 1,3,4        | Doomtrain*  | Timber Pub, upper right      |
|                                                  |              |             |                              |
| Drunkard                                         | 1,2,3        | ---         | Back Alley                   |
|                                                  |              |             |                              |
| Guard at TV Station path                         | 2,3          | ---         | After TV Station Events      |
|                                                  |              |             |                              |

- o All Players in Timber use Galbadia Region Rules.

\* Doomtrain can only be won from the Pub Owner after you have given the Queen of Cards the Alexander Card.

#### Dollet Card Players: (13)

=====

| Name: | Card Levels: | Rare Cards: | Location/Additional Info: |
|-------|--------------|-------------|---------------------------|
| ===== | =====        | =====       | =====                     |

|                          |       |       |                             |
|--------------------------|-------|-------|-----------------------------|
| Car Rental Woman         | 4     | ---   | Entrance Screen             |
| -----                    | ----- | ----- | -----                       |
| Girl near Wheelchair Man | 1,3   | ---   | Harbor (come from above)    |
| -----                    | ----- | ----- | -----                       |
| Emo Kid in Green Jacket  | 1,3,4 | ---   | Harbor (come from below)    |
| -----                    | ----- | ----- | -----                       |
| Man with Blue Sleeves    | 3     | ---   | Screen with stairs to beach |
| -----                    | ----- | ----- | -----                       |
| Girl at the beach        | 1,2   | ---   | Lapin Beach                 |
| -----                    | ----- | ----- | -----                       |

|                         |       |            |                              |
|-------------------------|-------|------------|------------------------------|
| Son of Queen of Cards   | 1-4   | (See Note) | CQ's Father Artist's House   |
| -----                   | ----- | -----      | -----                        |
| Woman near Pub          | 1,2,4 | ---        | Near the Shining Bomber Pub  |
| -----                   | ----- | -----      | -----                        |
| Pub's Waiter            | 2     | ---        | Challenge him behind counter |
| -----                   | ----- | -----      | -----                        |
| Old Man in Pub          | 2,3,4 | ---        | 2nd Floor Pub                |
| -----                   | ----- | -----      | -----                        |
| Pub's Owner             | 1-4   | Siren      | Beat him -> Private Room     |
| -----                   | ----- | -----      | -----                        |
| Shopping Lady in Yellow | 1     | ---        | Walking in Nautilus Street   |
| -----                   | ----- | -----      | -----                        |
| Old Man at Townsquare   | 1,3   | ---        | Townsquare                   |
| -----                   | ----- | -----      | -----                        |
| Hotel Girl              | 2,3   | ---        | Dollet Hotel Main Hall       |
| -----                   | ----- | -----      | -----                        |

- o All Players use Dollet Region Rules.
- o You can win MiniMog, Sacred, Chicobo, Alexander and Doomtrain back from the Son of the Card Queen after losing those cards to the Card Queen.

#### Deling City Card Players: (8)

=====

| Name:                    | Card Levels: | Rare Cards: | Location/Additional Info:   |
|--------------------------|--------------|-------------|-----------------------------|
| =====                    | =====        | =====       | =====                       |
| Travelling Lady from FH  | 1-4          | ---         | Across the street of Hotel  |
| -----                    | -----        | -----       | -----                       |
| Hotel Waitress           | 1            | ---         | Hotel Restaurant            |
| -----                    | -----        | -----       | -----                       |
| Person near General Shop | 1-4          | ---         | In the street with Shops    |
| -----                    | -----        | -----       | -----                       |
| Man in Black             | 1-7          | Kiros (*)   | Across the Junk Shop        |
| -----                    | -----        | -----       | -----                       |
| Old Woman                | 1-3          | ---         | Street near Main Gate       |
| -----                    | -----        | -----       | -----                       |
| Old Man                  | 1-3          | ---         | On Bench, Street as above   |
| -----                    | -----        | -----       | -----                       |
| General Caraway          | 1-4          | Rinoa (*)   | Caraway's Mansion           |
| -----                    | -----        | -----       | -----                       |
| Train Conductor          | 1,2,4        | ---         | City Train Station          |
| -----                    | -----        | -----       | -----                       |
| Walking Woman            | 1,2          | ---         | Other street near Main Gate |
| -----                    | -----        | -----       | -----                       |

- o Kiros can only be won if you've already given the MiniMog Card to the Queen of Cards.
- o Rinoa will only be played if you first lose the Ifrit Card to Caraway. He'll instantly lose the card to Martine, who can be found on the right side of the FH Mayor's House.

### Fisherman's Horizon (FH) Card Players: (7)

=====

| Name:              | Card Levels: | Rare Cards: | Location/Additional Info: |
|--------------------|--------------|-------------|---------------------------|
| =====              | =====        | =====       | =====                     |
| Familiar Face #3   | 1,4-6        | ---         | Nearby elevator going up  |
| -----              | -----        | -----       | -----                     |
| Martine            | 1-7          | Ifrit (*)   | Right from Mayor's House  |
| -----              | -----        | -----       | -----                     |
| Flo (Mayor's Wife) | 1,2,5,6      | Irvine (*)  | Mayor's House, Upstairs   |
| -----              | -----        | -----       | -----                     |
| Mayor Dobe         | 1,2,4-6      | Quezacotl   | Mayor's House, Upstairs   |
| -----              | -----        | -----       | -----                     |
| Kid at Town Square | 1-3          | ---         | Town Square near Station  |
| -----              | -----        | -----       | -----                     |
| Grease Monkey      | 1,2,4,6      | ---         | Grease Monkey's House     |
| -----              | -----        | -----       | -----                     |
| Master Fisherman   | ???          | ---         | Crane (1st Visit ONLY)    |
| -----              | -----        | -----       | -----                     |

- o All Players here use FH Region Rules.
- o Ifrit can be won back from Martine after losing it to Caraway in Deling City.
- o Irvine can only be won if you've given the Queen of Cards the Sacred Card.

### Winhill Card Players: (8)

=====

| Name:                | Card Levels: | Rare Cards: | Location/Additional Info:    |
|----------------------|--------------|-------------|------------------------------|
| =====                | =====        | =====       | =====                        |
| Student Mercenary    | 1,2,3,5      | ---         | Nearby southern exit         |
| -----                | -----        | -----       | -----                        |
| Shop Owner           | 1,2,4        | ---         | Shop at southern exit        |
| -----                | -----        | -----       | -----                        |
| Hotel Owner          | 1,2,4        | ---         | In the Hotel                 |
| -----                | -----        | -----       | -----                        |
| Old Man in Residence | 1,4,5        | ---         | Residence in southern part   |
| -----                | -----        | -----       | -----                        |
| Man on bench         | 1,3,5        | ---         | Bench on North Town Square   |
| -----                | -----        | -----       | -----                        |
| Playing Girl         | 1-4          | ---         | North Town Square            |
| -----                | -----        | -----       | -----                        |
| Mansion Owner        | 3,4,5        | ---         | Man on the stairs in Mansion |
| -----                | -----        | -----       | -----                        |
| Blonde Woman         | 1,3,4        | ---         | At former Raine's House      |
| -----                | -----        | -----       | -----                        |

- o All Players here use Centra Region Rules.

### Trabia Garden Card Players: (11)

=====

| Name:            | Card Levels: | Rare Cards: | Location/Additional Info:                         |
|------------------|--------------|-------------|---------------------------------------------------|
| =====            | =====        | =====       | =====                                             |
| Student in green | 1,2,3,5      | ---         | Path near entrance (after Selphie talked to kids) |
| -----            | -----        | -----       | -----                                             |
| Selphie's Friend | 1-5          | Selphie     | Fountain Screen (Can play after flashback event)  |
| -----            | -----        | -----       | -----                                             |

|                         |       |     |                                              |
|-------------------------|-------|-----|----------------------------------------------|
| Trabian Faculty         | 1-3,5 | --- | Fountain Screen (upperright)                 |
| Girl Student            | 1,2,4 | --- | Garage Screen (after Selphie talked to kids) |
| Sitting Guy             | 1-3   | --- | Garage Screen                                |
| Girl with book          | 1,2,4 | --- | Classroom/Monitor Screen                     |
| Mechanic                | 3-5   | --- | Monitor Screen                               |
| Basketball Freak        | 2,3,5 | --- | Stage/Rocket Screen                          |
| Student near rocket     | 1,2,4 | --- | Stage/Rocket Screen                          |
| Boy at Basketball Court | 2,4   | --- | Basketball Court (after the flashback event) |
| Girl in Bikini          | 1-3,5 | --- | Basketball Court (after the flashback event) |

- o All Players use Trabia Region Rules.

#### Shumi Village Players: (10)

=====

| Name:              | Card Levels: | Rare Cards: | Location/Additional Info:                                |
|--------------------|--------------|-------------|----------------------------------------------------------|
| Left Shumi         | 1,2,5,6      | ---         | Entrance Guarding Draw Point                             |
| Middle Shumi       | 1,2,4-7      | ---         | Entrance Guarding Draw Point                             |
| Right Shumi        | 1,2,4,6      | ---         | Entrance Guarding Draw Point                             |
| Shumi at a table   | 1,2,5,6      | ---         | First Underground Screen                                 |
| Elder              | 2,4,6,7      | ---         | Elder's House                                            |
| Elder's Assistant  | 1,2,4,6,7    | ---         | Elder's House (can no longer play when he makes statue)  |
| Artisan            | 1,2,6,7      | ---         | Artisan's House (can't play when he's making the statue) |
| Busy Working Shumi | 4,5,6        | ---         | Sculptor's Workplace                                     |
| Sculptor           | 3,4,5        | ---         | Sculptor's Workplace                                     |
| Master Fisherman*  |              | ---         | Pond (Only during the quest)                             |

- o All Shumi Players here will use Trabia Region Rules.
- o The Master Fisherman will only appear if you've completed the quest with him in FH. You can only play him in Shumi Village during his cameo while you're doing the Shumi Village Quest. He will use FH Rules.



| Name:         | Region: | Card Levels: | Rare Cards: | Location/Additional Info:                        |
|---------------|---------|--------------|-------------|--------------------------------------------------|
| Joker         | Centra  | 1-3,6,7      | Any (*)     | Ragnarok (Elevator Room)                         |
| Jack          | Balamb  | 3,4,6        | Any (*)     | Ragnarok (North from hangar)*                    |
| Club          | Dollet  | 3,5,6        | Any (*)     | Ragnarok (Aisle upstairs)*                       |
| Right Diamond | Trabia  | 3-5,7        | Any (*)     | Ragnarok (Hangar)*                               |
| Left Diamond  | Trabia  | 3-5,7        | Any         | Ragnarok (Hangar)*                               |
| Spade         | Esthar  | 1-3,6,7      | Any (*)     | Ragnarok (Aisle near hangar)*                    |
| Heart         | FH      | 3,5,6,7      | Any (*)     | Ragnarok (Entrance)*                             |
| King          | Lunar   | 1-7          | Any (*)     | Ragnarok (Air Room, have Quistis in your party)* |

Notes: o Joker will always be present in the Disc 4 Ragnarok.

\* The other CC-Group members will only be present if you completed the CC-Group Quest earlier in the game.

o Left Diamond can use \*any\* rare card in the game, anytime she wants.

(\*)The other CC-Group members can use almost all rare cards with these exceptions: Rinoa, Kiros, Irvine, Chubby Chocobo, Doomtrain, Phoenix. They can also only use a rare card if their deck has 'shuffled well'. It can be possible that the one you play doesn't have rare cards at the moment you play him/her. Then they'll need to shuffle again.

o Therefore, Left Diamond girl is the best to play. (No shuffle here)

#### Queen of Cards on Disc 4:

=====

| Name:          | Region:   | Card Levels: | Rare Cards:                                        |
|----------------|-----------|--------------|----------------------------------------------------|
| Queen of Cards | Any Rules | 1-7          | Kiros, Irvine, Chubby Chocobo, Doomtrain, Phoenix. |

Location: The Queen of Cards will be at the escape pod crash site, which is invisibly located at the southeast of the Esthar continent.

```

Oo*=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*Oo
||
VIII) Lists: Items & Refining: {LIS}
Oo*=-*-=-*-=-*-=-Oo-*=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-Oo-*=-*-=-*-=-*-=-*Oo
||
{PER-1} Introduction
Oo*=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*Oo

```

This is where you can find most the common ways to obtain items and their uses.

#### Recovery Items:

=====

| Name: | Use + Obtain Methods + Refinement: | Buy & Sell |
|-------|------------------------------------|------------|
|-------|------------------------------------|------------|

|              |                                                       |       |
|--------------|-------------------------------------------------------|-------|
| Potion       | Restores 200 HP; One Target                           | 100   |
|              | Obtain: Buy at various shops                          | 50    |
|              | Refine from: ---                                      |       |
|              | Refine into: Potion+ [3:1] (Med LV Up)                |       |
| -----        | -----                                                 | ----- |
| Potion+      | Restores 400 HP; One Target                           | ---   |
|              | Refine from: Potion [3:1] (Med LV Up)                 | 100   |
|              | Refine into: Hi-Potion [3:1] (Med LV Up)              |       |
| -----        | -----                                                 | ----- |
| Hi-Potion    | Restores 1000 HP; One Target                          | 500   |
|              | Obtain: Buy from various shops                        | 250   |
|              | Refine from: Potion+ [3:1] (Med LV Up)                |       |
|              | Healing Mail [1:6] (Recov Med-RF)                     |       |
|              | Healing Water [1:2] (Recov Med-RF)                    |       |
|              | Refine into: Hi-Potion+ [3:1] (Med LV Up)             |       |
| -----        | -----                                                 | ----- |
| Hi-Potion+   | Restores 2000 HP; One Target                          | ---   |
|              | Refine from: Hi-Potion [3:1] (Med LV Up)              | 500   |
|              | Refine into: X-Potion [3:1] (Med LV Up)               |       |
| -----        | -----                                                 | ----- |
| X-Potion     | Restores Max HP; One Target                           | 5000  |
|              | Obtain: Buy from Esthar Shop!!! (Familiar)            | 2500  |
|              | Refine from: Hi-Potion+ [3:1] (Med LV Up)             |       |
|              | Wedge, Biggs Card [1:1] (Card Mod)                    |       |
|              | Fujin, Raijin Card [1:1] (Card Mod)                   |       |
|              | Refine into: Mega-Potion [3:1] (Med LV Up)            |       |
| -----        | -----                                                 | ----- |
| Mega-Potion  | Restores 1000 HP; All Targets                         | 10000 |
|              | Obtain: Buy from Esthar Shop!!! (Familiar)            | 5000  |
|              | Refine from: Tent [4:1] (Recov Med-RF)                |       |
|              | Cottage [2:1] (Recov Med-RF)                          |       |
|              | Healing Ring [1:20] (Recov Med-RF)                    |       |
|              | Mesmerize Blade [1:2] (Recov Med-RF)                  |       |
|              | X-Potion [3:1] (Med LV Up)                            |       |
|              | Refine into: Elixir [20:1] (Forbid Med-RF)            |       |
| -----        | -----                                                 | ----- |
| Phoenix Down | Revives one Target and restores 12.5% of Max HP       | 500   |
|              | Obtain: Buy from various shops                        | 250   |
|              | Refine from: Life Ring [1:2] (Recov Med-RF)           |       |
|              | Regen Ring [1:8] (Recov Med-RF)                       |       |
|              | Phoenix Spirit [1:100] (Recov Med-RF)                 |       |
|              | Refine into: Mega Phoenix [50:1] (Med LV Up)          |       |
| -----        | -----                                                 | ----- |
| Mega Phoenix | Revives all Targets and restores 12.5% of Max HP      | 10000 |
|              | Obtain: Buy from Esthar Shop!!! (Familiar)            | 5000  |
|              | Refine from: Phoenix Down [50:1] (Med LV Up)          |       |
|              | Refine into: Phoenix Pinion [3:1] (Tool-RF)           |       |
| -----        | -----                                                 | ----- |
| Elixir       | Restores Max HP, removes all bad statuses, One Target | 50000 |
|              | Obtain: Buy from Esthar Shop!!! (Familiar)            | 2500  |
|              | Refine from: Mega-Potion [20:1] (Forbid Med-RF)       |       |
|              | Elem Atk [1:4] (Forbid Med-RF)                        |       |
|              | Elem Guard [1:4] (Forbid Med-RF)                      |       |
|              | Status Atk [1:4] (Forbid Med-RF)                      |       |
|              | Status Guard [1:4] (Forbid Med-RF)                    |       |
|              | Remedy+ [10:1] (Med LV Up)                            |       |
|              | Angelo Card [1:100] (Card Mod)                        |       |
|              | Refine into: Doc's Code [10:1] (GF Abl Med-RF)        |       |
|              | Megalixir [10:1] (Med LV Up)                          |       |
| -----        | -----                                                 | ----- |

|           |                                                        |      |
|-----------|--------------------------------------------------------|------|
| Megalixir | Restores Max HP, removes all bad statuses, All Targets | ---  |
|           | Refine from: Doc's Code [1:1] (Forbid Med-RF)          | 5000 |
|           | Med Kit [1:1] (Forbid Med-RF)                          |      |
|           | Elixir [10:1] (Med LV Up)                              |      |
|           | Bahamut Card [1:100] (Card Mod)                        |      |
|           | Refine into: ---                                       |      |

#### Status Items:

=====

| Name:       | Use + Obtain Methods + Refinement:                      | Buy & Sell |
|-------------|---------------------------------------------------------|------------|
| =====       | =====                                                   | =====      |
| Antidote    | Removes the Poison status; One Target                   | 100        |
|             | Obtain: Buy from various shops                          | 50         |
|             | Refine from: Poison Powder [1:3] (ST Med-RF)            |            |
|             | Venom Fang [1:10] (ST Med-RF)                           |            |
|             | Refine into: Bio Magic [1:1] (ST Mag-RF)                |            |
| -----       | -----                                                   | -----      |
| Soft        | Removes the Petrify/Slow-Petrify status; One Target     | 100        |
|             | Obtain: Buy from various shops                          | 50         |
|             | Refine from: Cockatrice Pinion [1:3] (ST Med-RF)        |            |
|             | Refine into: Break Magic [1:3] (ST Mag-RF)              |            |
| -----       | -----                                                   | -----      |
| Eye Drops   | Removes the Darkness status; One Target                 | 100        |
|             | Obtain: Buy from various shops                          | 50         |
|             | Refine from: Ochu Tentacle [1:3] (ST Med-RF)            |            |
|             | Refine into: Blind Magic [1:1] (ST Mag-RF)              |            |
| -----       | -----                                                   | -----      |
| Echo Screen | Removes the Silence status; One Target                  | 100        |
|             | Obtain: Buy from various shops                          | 50         |
|             | Refine from: Silence Powder [1:3] (ST Med-RF)           |            |
|             | Refine into: Silence Magic [1:2] (ST Mag-RF)            |            |
| -----       | -----                                                   | -----      |
| Holy Water  | Removes the Zombie and Curse status; One Target         | 100        |
|             | Obtain: Buy from various shops                          | 50         |
|             | Refine from: Zombie Powder [1:3] (ST Med-RF)            |            |
|             | Refine into: Zombie Magic [1:2] (ST Mag-RF)             |            |
| -----       | -----                                                   | -----      |
| Remedy      | Removes all bad statuses except: Slow, Stop, Vit0, Doom | 1000       |
|             | Obtain: Buy from various shops                          | 500        |
|             | Refine from: Betrayal Sword [1:1] (ST Med-RF)           |            |
|             | Sleep Powder [1:1] (ST Med-RF)                          |            |
|             | Dragon Fang [1:1] (ST Med-RF)                           |            |
|             | Curse Spike [1:1] (ST Med-RF)                           |            |
|             | Malboro Tentacle [1:2] (ST Med-RF)                      |            |
|             | Med Kit [1:20] (ST Med-RF)                              |            |
|             | Refine into: Remedy+ [10:1] (Med LV Up)                 |            |
| -----       | -----                                                   | -----      |
| Remedy+     | Removes all bad statuses; One Target                    | ---        |
|             | Refine from: Remedy [10:1] (Med LV Up)                  | 1000       |
|             | Refine into: Elixir [10:1] (Med LV Up)                  |            |

#### Battle Items:

=====

|                |                                                          | Buy    |
|----------------|----------------------------------------------------------|--------|
| Name:          | Use + Obtain Methods + Refinement:                       | & Sell |
| =====          | =====                                                    | =====  |
| Hero-trial     | 50% chance of granting Invincibility Status; One Target  | ---    |
|                | Obtain: Angelo Search (2/288th chance)                   | 5      |
|                | Refine from: Shaman Stone [10:1] (Forbid Med-RF)*        |        |
|                | Note: Doomtrain needs to be Level 100*                   |        |
|                | Refine into: Hero [10:1] (Med LV Up)                     |        |
| -----          | -----                                                    | -----  |
| Hero           | Grants Invincibility; One Target                         | ---    |
|                | Refine from: Hero-trial [10:1] (Med LV Up)               | 5000   |
|                | Laguna Card [1:100] (Card Mod)                           |        |
|                | Refine into: Holy War-trial [10:1] (Med LV Up)           |        |
| -----          | -----                                                    | -----  |
| Holy War-trial | 50% chance of granting Invincibility Status; All Targets | ---    |
|                | Refine from: Hero [10:1] (Med LV Up)                     | 5      |
|                | Refine into: Holy War [10:1] (Med LV Up)                 |        |
| -----          | -----                                                    | -----  |
| Holy War       | Grants Invincibility; All Targets                        | ---    |
|                | Refine from: Holy War-trial [10:1] (Med LV Up)           | 10000  |
|                | Gilgamesh Card [1:10] (Card Mod)                         |        |
|                | Refine into: Knight's Code [5:1] (GF Abl Med-RF)         |        |
| -----          | -----                                                    | -----  |
| Shell Stone    | Grants Shell; One Target                                 | ---    |
|                | Refine from: Rune Armlet [1:10] (Tool-RF)                | 5      |
|                | Force Armlet [1:30] (Tool-RF)                            |        |
|                | Mobile Type 8 Card [1:10] (Card Mod)                     |        |
|                | Refine into: Shell Magic [1:1] (Supt Mag-RF)             |        |
| -----          | -----                                                    | -----  |
| Protect Stone  | Grants Protect; One Target                               | ---    |
|                | Refine from: Turtle Shell [1:10] (Tool-RF)               | 5      |
|                | Orihalcon [1:30] (Tool-RF)                               |        |
|                | BGH251F2 Card [1:10] (Card Mod)                          |        |
|                | Refine into: Protect Magic [1:1] (Supt Mag-RF)           |        |
| -----          | -----                                                    | -----  |
| Aura Stone     | Grants Aura; One Target                                  | ---    |
|                | Refine from: Steel Pipe [1:1] (Tool-RF)                  | 5      |
|                | Fury Fragment [1:2] (Tool-RF)                            |        |
|                | Strength Love [1:2] (Tool-RF)                            |        |
|                | Circlet [1:2] (Tool-RF)                                  |        |
|                | Power Wrist [1:10] (Tool-RF)                             |        |
|                | Hypno Crown [1:10] (Tool-RF)                             |        |
|                | Refine into: Aura Magic [1:1] (Supt Mag-RF)              |        |
| -----          | -----                                                    | -----  |
| Death Stone    | Inflicts Death; One Target                               | ---    |
|                | Refine from: Dead Spirit [1:2] Death Stone               | 5      |
|                | Elvoret Card [1:10] (Card Mod)                           |        |
|                | Refine into: Death Magic [1:1] (L Mag-RF)                |        |
| -----          | -----                                                    | -----  |
| Holy Stone     | Casts Holy; One Target                                   | ---    |
|                | Refine from: Moon Stone [1:2] (Tool-RF)                  | 5      |
|                | Krysta Card [1:10] (Card Mod)                            |        |
|                | Refine into: Holy Magic [1:1] (L Mag-RF)                 |        |
| -----          | -----                                                    | -----  |
| Flare Stone    | Casts Flare; One Target                                  | ---    |
|                | Refine from: Inferno Fang [1:2] (Tool-RF)                | 5      |
|                | Tiamat Card [1:10] (Card Mod)                            |        |
|                | Refine into: Flare Magic [1:1] (F Mag-RF)                |        |
| -----          | -----                                                    | -----  |
| Meteor Stone   | Casts Meteor; 10 hit vs random targets                   | ---    |

|               |                                                       |       |
|---------------|-------------------------------------------------------|-------|
|               | Refine from: Star Fragment [1:2] (Tool-RF)            | 5     |
|               | Red Giant Card [1:5] (Card Mod)                       |       |
|               | Refine into: Meteor Magic [1:1] (Forbid Mag-RF)       |       |
| -----         | -----                                                 | ----- |
| Ultima Stone  | Cast's Ultima; All Targets                            | ---   |
|               | Obtain: Dropped by Ultima Weapon (x100)               | 5     |
|               | Refine from: Energy Crystal [1:2] (Tool-RF)           |       |
|               | Ultima Weapon Card [1:1] (Card Mod)                   |       |
|               | Refine into: Ultima Magic [1:1] (Forbid Mag-RF)       |       |
| -----         | -----                                                 | ----- |
| Gysahl Greens | Summons Chicobo in battle                             | 600   |
|               | Obtain: Buy from ChocoBoy in Chocobo Forests          | 5     |
|               | 'Buy' from Chicobo in the final forest                |       |
|               | Refine from: Chicobo Card [1:100] (Card Mod)          |       |
|               | Refine into: ---                                      |       |
| -----         | -----                                                 | ----- |
| Friendship    | Summons Moomba (Reduces Target's HP to 1, Max = 9999) | ---   |
|               | Obtain: PocketStation item exclusive                  | 5     |
|               | Refine from: ---                                      |       |
|               | Refine into: ---                                      |       |
| -----         | -----                                                 | ----- |

#### Save Point Items:

=====

|           |                                                         |        |
|-----------|---------------------------------------------------------|--------|
|           |                                                         | Buy    |
| Name:     | Use + Obtain Methods + Refinement:                      | & Sell |
| =====     | =====                                                   | =====  |
| Tent      | Restores Max HP, removes all bad statuses on Party      | 1000   |
|           | Obtain: Buy from various shops                          | 250    |
|           | Refine from: Healing Water [1:2] (Tool-RF)              |        |
|           | Regen Ring [1:5] (Tool-RF)                              |        |
|           | Refine into: Mega-Potion [4:1] (Recov Med-RF)           |        |
|           | Curaga Magic [1:10] (L Mag-RF)                          |        |
| -----     | -----                                                   | -----  |
| Pet House | Restores Max HP to all Guardian Forces                  | 1000   |
|           | Obtain: Buy from Timber Pet Shop & Esthar Pet Shop      | 250    |
|           | Refine from: Healing Mail [1:1] (GF Recov Med-RF)       |        |
|           | Silver Mail [1:2] (GF Recov Med-RF)                     |        |
|           | Gold Armor [1:4] (GF Recov Med-RF)                      |        |
|           | Diamond Armor [1:16] (GF Recov Med-RF)                  |        |
|           | Minimog Card [1:100] (Card Mod)                         |        |
|           | Refine into: G-Returner [1:2] (GF Recov Med-RF)         |        |
| -----     | -----                                                   | -----  |
| Cottage   | Restores Max HP, removes all bad statuses on Party + GF | 1800   |
|           | Obtain: Buy from Esthar Shop!!!                         | 450    |
|           | Refine from: Whisper [1:1] (Tool-RF)                    |        |
|           | Healing Ring [1:30] (Tool-RF)                           |        |
|           | Diamond Armor [1:50] (Tool-RF)                          |        |
|           | Refine into: Mega-Potion [2:1] (Recov Med-RF)           |        |
|           | Curaga Magic [1:20] (L Mag-RF)                          |        |
| -----     | -----                                                   | -----  |

#### GF Recovery Items:

=====

|       |                                    |        |
|-------|------------------------------------|--------|
|       |                                    | Buy    |
| Name: | Use + Obtain Methods + Refinement: | & Sell |

|               |                                                    |     |
|---------------|----------------------------------------------------|-----|
|               |                                                    |     |
| G-Potion      | Restores 200 HP to GF                              | 200 |
|               | Obtain: Buy from Timber Pet Shop & Esthar Pet Shop | 50  |
|               | Refine from: ---                                   |     |
|               | Refine into: ---                                   |     |
|               |                                                    |     |
| G-Hi-Potion   | Restores 1000 HP to GF                             | 600 |
|               | Obtain: Buy from Timber Pet Shop & Esthar Pet Shop | 150 |
|               | Buy from general stores (Familiar)                 |     |
|               | Refine from: Healing Water [1:2] (GF Recov Med-RF) |     |
|               | Mesmerize Blade [1:1] (GF Recov Med-RF)            |     |
|               | Whisper [1:4] (GF Recov Med-RF)                    |     |
|               | Refine into: ---                                   |     |
|               |                                                    |     |
| G-Mega-Potion | Restores 1000 HP to All GF's                       | --- |
|               | Refine from: Healing Ring [1:20] (GF Recov Med-RF) | 250 |
|               | Propagator Card [1:1] (Card Mod)                   |     |
|               | Sphinxara Card [1:1] (Card Mod)                    |     |
|               | Refine into: ---                                   |     |
|               |                                                    |     |
| G-Returner    | Revives KO'd GF with 12.5% of Max HP               | 500 |
|               | Obtain: Buy from various shops                     | 125 |
|               | Refine from: Pet House [1:2] (GF Recov Med-RF)     |     |
|               | Life Ring [1:2] (GF Recov Med-RF)                  |     |
|               | Regen Ring [1:6] (GF Recov Med-RF)                 |     |
|               | Phoenix Spirit [1:40] (GF Recov Med-RF)            |     |
|               | Granaldo Card [1:1] (Card Mod)                     |     |
|               | Refine into: ---                                   |     |
|               |                                                    |     |
| Rename Card   | Allows you to change a GF's name                   | --- |
|               | Refine from: Catoblepas Card [1:1] (Card Mod)      | 25  |
|               | Refine into: ---                                   |     |
|               |                                                    |     |

#### GF Ability Learning Items:

=====

|                |                                                    |        |
|----------------|----------------------------------------------------|--------|
|                |                                                    | Buy    |
| Name:          | Use + Obtain Methods + Refinement:                 | & Sell |
|                |                                                    |        |
| Amnesia Greens | PERMANENTLY makes a GF forget an ability           | 1000   |
|                | Obtain: Buy from Timber Pet Shop & Esthar Pet Shop | 250    |
|                | Refine from: ---                                   |        |
|                | Refine into: ---                                   |        |
|                |                                                    |        |
| HP-J Scroll    | Teaches GF the HP-J Ability                        | 10000  |
|                | Obtain: Buy from Timber Pet Shop (Familiar)        | 2500   |
|                | But from Esthar Pet Shop                           |        |
|                | Refine from: HP Up [2:1] (GF Abl Med-RF)           |        |
|                | Refine into: Giant's Ring [10:1] (GF Abl Med-RF)   |        |
|                |                                                    |        |
| Str-J Scroll   | Teaches GF the Str-J Ability                       | 10000  |
|                | Obtain: Buy from Timber Pet Shop (Familiar)        | 2500   |
|                | But from Esthar Pet Shop                           |        |
|                | Refine from: Str Up [2:1] (GF Abl Med-RF)          |        |
|                | Refine into: Power Wrist [10:1] (GF Abl Med-RF)    |        |
|                |                                                    |        |
| Vit-J Scroll   | Teaches GF the Vit-J Ability                       | 10000  |
|                | Obtain: Buy from Timber Pet Shop (Familiar)        | 2500   |

|               |                                                                                   |       |
|---------------|-----------------------------------------------------------------------------------|-------|
|               | But from Esthar Pet Shop                                                          |       |
|               | Refine from: Vit Up [2:1] (GF Abl Med-RF)                                         |       |
|               | Refine into: Orihalcon [10:1] (GF Abl Med-RF)                                     |       |
| -----         | -----                                                                             | ----- |
| Mag-J Scroll  | Teaches GF the Mag-J Ability                                                      | 10000 |
|               | Obtain: Buy from Timber Pet Shop (Familiar)                                       | 2500  |
|               | But from Esthar Pet Shop                                                          |       |
|               | Refine from: Mag Up [2:1] (GF Abl Med-RF)                                         |       |
|               | Refine into: Force Armlet [10:1] (GF Abl Med-RF)                                  |       |
| -----         | -----                                                                             | ----- |
| Spr-J Scroll  | Teaches GF the Spr-J Ability                                                      | 10000 |
|               | Obtain: Buy from Timber Pet Shop (Familiar)                                       | 2500  |
|               | But from Esthar Pet Shop                                                          |       |
|               | Refine from: Spr Up [2:1] (GF Abl Med-RF)                                         |       |
|               | Refine into: Hypno Crown [10:1] (GF Abl Med-RF)                                   |       |
| -----         | -----                                                                             | ----- |
| Spd-J Scroll  | Teaches GF the Spd-J Ability                                                      | ---   |
|               | Refine from: Spr Up [2:1] (GF Abl Med-RF)                                         | 12500 |
|               | Refine into: Jet Engine [10:1] (GF Abl Med-RF)                                    |       |
| -----         | -----                                                                             | ----- |
| Luck-J Scroll | Teaches GF the Luck-J Ability                                                     | ---   |
|               | Refine from: Luck Up [2:1] (GF Abl Med-RF)                                        | 12500 |
|               | Dark Matter [1:1] (GF Abl Med-RF)                                                 |       |
|               | Refine into: Luck Up [1:1] (GF Abl Med-RF)                                        |       |
| -----         | -----                                                                             | ----- |
| Aegis Amulet  | Teaches GF the Eva-J Ability                                                      | ---   |
|               | Obtain: Angelo Search (1/288th chance)                                            | 12500 |
|               | Refine from: Barrier [50:1] (GF Abl Med-RF)                                       |       |
|               | Refine into: Giant's Ring [10:1] (GF Abl Med-RF)                                  |       |
| -----         | -----                                                                             | ----- |
| Elem Atk      | Teaches GF the Elem-Atk-J Ability                                                 | ---   |
|               | Refine from: Samantha Soul [20:1] (GF Abl Med-RF)                                 | 12500 |
|               | Ifrit Card [1:3] (Card Mod)                                                       |       |
|               | Refine into: Elixir [1:4] (Forbid Med-RF)                                         |       |
| -----         | -----                                                                             | ----- |
| Elem Guard    | Teaches GF the Elem-Defx4 Ability                                                 | ---   |
|               | Refine from: Diamond Armor [5:1] (GF Abl Med-RF)                                  | 12500 |
|               | Selphie Card [1:3] (Card Mod)                                                     |       |
|               | Refine into: Elixir [1:4] (Forbid Med-RF)                                         |       |
| -----         | -----                                                                             | ----- |
| Status Atk    | Teaches GF the ST-Atk-J Ability                                                   | ---   |
|               | Refine from: Royal Crown [20:1] (GF Abl Med-RF)                                   | 12500 |
|               | Siren Card [1:3] (Card Mod)                                                       |       |
|               | Refine into: Elixir [1:4] (Forbid Med-RF)                                         |       |
| -----         | -----                                                                             | ----- |
| Status Guard  | Teaches GF the ST-Def-Jx4 Ability                                                 | ---   |
|               | Obtain: - Finish Shumi Village Quest                                              | 12500 |
|               | - Angelo Search (1/288th chance)                                                  |       |
|               | Refine from: Ribbon [1:1] (GF Abl Med-RF)                                         |       |
|               | Doomtrain Card [1:3] (Card Mod)                                                   |       |
|               | Refine into: Elixir [1:4] (Forbid Med-RF)                                         |       |
| -----         | -----                                                                             | ----- |
| Rosetta Stone | Teaches GF the Ability x4 Ability                                                 | ---   |
|               | Obtain: - Win from Card Player D-District Prison on the 11th floor (3/256 chance) | 12500 |
|               | - Try to enter Cheryl's shop many times                                           |       |
|               | - Ultimecia's Castle Waterway                                                     |       |
|               | Refine from: Shaman Stone [1:1] (Tool-RF)                                         |       |
|               | Refine into: Shaman Stone [1:1] (GF Abl Med-RF)                                   |       |
| -----         | -----                                                                             | ----- |

|                |                                                    |       |
|----------------|----------------------------------------------------|-------|
| Magic Scroll   | Teaches GF the Magic Ability                       | 5000  |
|                | Obtain: Buy from Timber Pet Shop                   | 1250  |
|                | Refine from: ---                                   |       |
|                | Refine into: Wizard Stone [1:10] (Tool-RF)         |       |
| -----          |                                                    | ----- |
| GF Scroll      | Teaches GF the GF Ability                          | 5000  |
|                | Obtain: Buy from Timber Pet Shop                   | 1250  |
|                | Refine from: ---                                   |       |
|                | Refine into: Wizard Stone [1:10] (Tool-RF)         |       |
| -----          |                                                    | ----- |
| Draw Scroll    | Teaches GF the Draw Ability                        | 5000  |
|                | Obtain: Buy from Timber Pet Shop                   | 1250  |
|                | Refine from: ---                                   |       |
|                | Refine into: Wizard Stone [1:10] (Tool-RF)         |       |
| -----          |                                                    | ----- |
| Item Scroll    | Teaches GF the Item Ability                        | 5000  |
|                | Obtain: Buy from Timber Pet Shop                   | 1250  |
|                | Refine from: ---                                   |       |
|                | Refine into: Wizard Stone [1:10] (Tool-RF)         |       |
| -----          |                                                    | ----- |
| Gambler Spirit | Teaches GF the Card Ability                        | ---   |
|                | Refine from: Shumi Tribe Card [5:1] (Card Mod)     | 1250  |
|                | Refine into: Wizard Stone [1:10] (Tool-RF)         |       |
| -----          |                                                    | ----- |
| Healing Ring   | Teaches GF the Recover Ability                     | ---   |
|                | Obtain: Angelo Search (1/288th chance)             | 2500  |
|                | Refine from: Whisper [100:1] (GF Abl Med-RF)       |       |
|                | Refine into: Mega-Potion [1:20] (Recov Med-RF)     |       |
|                | Cottage [1:30] (Tool-RF)                           |       |
|                | G-Mega-Potion [1:20] (GF Recov Med-RF)             |       |
|                | Curaga Magic [1:100] (L Mag-RF)                    |       |
| -----          |                                                    | ----- |
| Phoenix Spirit | Teaches GF the Revive Ability                      | ---   |
|                | Refine from: Phoenix Pinion [20:1] (GF Abl Med-RF) | 2500  |
|                | Phoenix Card [1:3] (Card Mod)                      |       |
|                | Refine into: Phoenix Down [1:100] (Recov Med-RF)   |       |
|                | G-Returner [1:40] (GF Recov Med-RF)                |       |
|                | Firaga Magic [1:100] (F Mag-RF)                    |       |
|                | Full-life Magic [1:100] (L Mag-RF)                 |       |
| -----          |                                                    | ----- |
| Med Kit        | Teaches GF the Treatment Ability                   | ---   |
|                | Refine from: Dragon Fang [100:1] (GF Abl Med-RF)   | 2500  |
|                | Refine into: Remedy [1:20] (ST Med-RF)             |       |
|                | Megalixir [1:2] (Forbid Med-RF)                    |       |
|                | Esuna Magic [1:100] (Supt Mag-RF)                  |       |
| -----          |                                                    | ----- |
| Bomb Spirit    | Teaches GF the Kamikaze Ability                    | ---   |
|                | Obtain: Steal (Rare) from Lvl30+ Bomb              | 5000  |
|                | Refine from: Bomb Fragment [100:1] (GF Abl Med-RF) |       |
|                | Refine into: Firaga [1:100] (F Mag-RF)             |       |
| -----          |                                                    | ----- |
| Hungry Cookpot | Teaches GF the Devour Ability                      | ---   |
|                | Obtain: Angelo Search (1/288th chance)             | 5000  |
|                | Refine from: PuPu Card [1:1] (Card Mod)            |       |
|                | WARNING: The PuPu Card is UNIQUE!                  |       |
|                | Refine into: Shaman Stone [1:1] (Tool-RF)          |       |
| -----          |                                                    | ----- |
| Mog's Amulet   | Teaches GF the MiniMog Ability                     | ---   |
|                | Obtain: PocketStation exclusive item               | 1250  |
|                | Refine from: ---                                   |       |



|                |                                                     |     |
|----------------|-----------------------------------------------------|-----|
|                | Refine into: Shaman Stone [1:1] (Tool-RF)           |     |
| Steel Pipe     | Teaches GF the SumMag+10% Ability                   | --- |
|                | Obtain: Steal from Wendigo                          | 75  |
|                | Refine from: Elastoid Card [1:1] (Card Mod)         |     |
|                | Refine into: Aura Stone [1:1] (Tool-RF)             |     |
|                | Berserk Magic [1:20] (ST Mag-RF)                    |     |
| Star Fragment  | Teaches GF the SumMag+20% Ability                   | --- |
|                | Obtain: Steal from Iron Giant                       | 125 |
|                | Refine from: Iron Giant Card [3:1] (Card Mod)       |     |
|                | Refine into: Meteor Stone [1:2] (Tool-RF)           |     |
|                | Meteor Magic [1:5] (Forbid Mag-RF)                  |     |
| Energy Crystal | Teaches GF the SumMag+30% Ability                   | --- |
|                | Obtain: Dropped by Lvl30+ Elnoyle or (Rare)Behemoth | 250 |
|                | Refine from: Elnoyle Card [10:1] (Card Mod)         |     |
|                | Refine into: Pulse Ammo [1:10] (Ammo-RF)            |     |
|                | Ultima Stone [1:2] (Tool-RF)                        |     |
|                | Samantha Soul [50:1] (GF Abl Med-RF)                |     |
|                | Ultima Magic [1:3] (Forbid Mag-RF)                  |     |
| Samantha Soul  | Teaches GF the SumMag+40% Ability                   | --- |
|                | Refine from: Energy Crystal [50:1] (GF Abl Med-RF)  | 500 |
|                | Quistis Card [1:3] (Card Mod)                       |     |
|                | Refine into: Elem Atk [20:1] (GF Abl Med-RF)        |     |
|                | Triple Magic [1:60] (Time Mag-RF)                   |     |
| Healing Mail   | Teaches GF the GFHP+10% Ability                     | --- |
|                | Obtain: Steal from Snow Lion                        | 75  |
|                | Refine from: Turtapod Card [5:1] (Card Mod)         |     |
|                | Refine into: Hi-Potion [1:6] (Recov Med-RF)         |     |
|                | Pet House [1:1] (GF Recov Med-RF)                   |     |
| Silver Mail    | Teaches GF the SumMag+20% Ability                   | --- |
|                | Obtain: Steal from Lvl20+ Snow Lion (Rare)          | 125 |
|                | Refine from: ---                                    |     |
|                | Refine into: Pet House [1:2] (GF Recov Med-RF)      |     |
|                | Gold Armor [5:1] (GF Abl Med-RF)                    |     |
| Gold Armor     | Teaches GF the SumMag+30% Ability                   | --- |
|                | Obtain: Angelo Search (2/288th chance)              | 250 |
|                | Refine from: Silver Mail [5:1] (GF Abl Med-RF)      |     |
|                | Refine into: Pet House [1:4] (GF Recov Med-RF)      |     |
|                | Diamond Armor [5:1] (GF Abl Med-RF)                 |     |
| Diamond Armor  | Teaches GF the SumMag+40% Ability                   | --- |
|                | Refine from: Seifer Card [1:3] (Card Mod)           | 500 |
|                | Gold Armor [5:1] (GF Abl Med-RF)                    |     |
|                | Refine into: Cottage [1:50] (Tool-RF)               |     |
|                | Pet House [1:16] (GF Recov Med-RF)                  |     |
|                | Elem Guard [5:1] (GF Abl Med-RF)                    |     |
| Regen Ring     | Teaches GF the HP+20% Ability                       | --- |
|                | Obtain: Steal from Torama                           | 75  |
|                | Refine from: Chimera Card [10:1] (Card Mod)         |     |
|                | Refine into: Phoenix Down [1:8] (Recov Med-RF)      |     |
|                | Tent [1:5] (Tool-RF)                                |     |
|                | G-Returner [1:6] (GF Recov Med-RF)                  |     |

|               |                                                  |       |
|---------------|--------------------------------------------------|-------|
|               | Full-life Magic [1:20] (L Mag-RF)                |       |
|               | -----                                            | ----- |
| Giant's Ring  | Teaches GF the HP+40% Ability                    | 20000 |
|               | Obtain: Buy from Esthar Pet Shop (Familiar)      | 5000  |
|               | Refine from: HP-J Scroll [10:1] (GF Abl Med-RF)  |       |
|               | Refine into: Gaea's Ring [10:1] (GF Abl Med-RF)  |       |
|               | Protect Magic [1:60] (Supt Mag-RF)               |       |
|               | -----                                            | ----- |
| Gaea's Ring   | Teaches GF the HP+80% Ability                    | ---   |
|               | Refine from: Giant's Ring [10:1] (GF Abl Med-RF) | 7500  |
|               | Ward Card [1:3] (Card Mod)                       |       |
|               | Refine into: HP Up [1:1] (Forbid Med-RF)         |       |
|               | -----                                            | ----- |
| Strength Love | Teaches GF the Str+20% Ability                   | ---   |
|               | Obtain: Steal from Lvl20+ Wendigo (30+ = Common) | 75    |
|               | Refine from: Gargantua Card [10:1] (Card Mod)    |       |
|               | Refine into: Aura Stone [1:2] (Tool-RF)          |       |
|               | -----                                            | ----- |
| Power Wrist   | Teaches GF the Str+40% Ability                   | 20000 |
|               | Obtain: Buy from Esthar Pet Shop (Familiar)      | 5000  |
|               | Steal from Lvl30+ Grendel (Rare)                 |       |
|               | Refine from: Str-J Scroll [10:1] (GF Abl Med-RF) |       |
|               | Refine into: Aura Stone [1:10] (Tool-RF)         |       |
|               | Hyper Wrist [10:1] (GF Abl Med-RF)               |       |
|               | -----                                            | ----- |
| Hyper Wrist   | Teaches GF the Str+60% Ability                   | ---   |
|               | Refine from: Power Wrist [10:1] (GF Abl Med-RF)  | 7500  |
|               | Zell Card [1:3] (Card Mod)                       |       |
|               | Refine into: Str Up [10:1] (Forbid Med-RF)       |       |
|               | -----                                            | ----- |
| Turtle Shell  | Teaches GF the Vit+20% Ability                   | ---   |
|               | Obtain: Steal from Armadodo                      | 75    |
|               | Refine from: Adamantoise Card [3:1] (Card Mod)   |       |
|               | X-ATM092 Card [2:1] (Card Mod)                   |       |
|               | Refine into: Protect Stone [1:10] (Tool-RF)      |       |
|               | Protect Magic [1:30] (Supt Mag-RF)               |       |
|               | -----                                            | ----- |
| Orihalcon     | Teaches GF the Vit+40% Ability                   | ---   |
|               | Obtain: Steal from Lvl30+ Adamantoise            | 5000  |
|               | Refine from: Vit-J Scroll [10:1] (GF Abl Med-RF) |       |
|               | Refine into: Protect Stone [1:30] (Tool-RF)      |       |
|               | Adamantine [10:1] (GF Abl Med-RF)                |       |
|               | -----                                            | ----- |
| Adamantine    | Teaches GF the Vit+60% Ability                   | ---   |
|               | Obtain: Dropped by Lvl30+ Adamantoise            | 7500  |
|               | Refine from: Orihalcon [10:1] (GF Abl Med-RF)    |       |
|               | Minotaur Card [1:10] (Card Mod)                  |       |
|               | Refine into: Vit Up [5:1] (Forbid Med-RF)        |       |
|               | Steel Curtain [20:1] (GF Abl Med-RF)             |       |
|               | -----                                            | ----- |
| Rune Armlet   | Teaches GF the Spr+20% Ability                   | ---   |
|               | Obtain: Steal from Lvl30+ Righty                 | 75    |
|               | Steal from Blobra (Rare)                         |       |
|               | Refine from: Blobra Card [4:1] (Card Mod)        |       |
|               | Refine into: Shell Stone [1:10] (Tool-RF)        |       |
|               | Shell Magic [1:40] (Supt Mag-RF)                 |       |
|               | -----                                            | ----- |
| Force Armlet  | Teaches GF the Spr+40% Ability                   | ---   |
|               | Obtain: Buy from Esthar Pet Shop (Familiar)      | 75    |
|               | Dropped by Lvl30+ Forbidden (Rare)               |       |

|               |                                                       |       |
|---------------|-------------------------------------------------------|-------|
|               | Refine from: Mag-J Scroll [10:1] (GF Abl Med-RF)      |       |
|               | Refine into: Shell Stone [1:30] (Tool-RF)             |       |
|               | Magic Armlet [10:1] (GF Abl Med-RF)                   |       |
| -----         | -----                                                 | ----- |
| Magic Armlet  | Teaches GF the Spr+60% Ability                        | ---   |
|               | Refine from: Force Armlet [10:1] (GF Abl Med-RF)      | 7500  |
|               | Rinoa Card [1:3] (Card Mod)                           |       |
|               | Refine into: Spr Up [10:1] (Forbid Med-RF)            |       |
|               | Moon Curtain [20:1] (GF Abl Med-RF)                   |       |
| -----         | -----                                                 | ----- |
| Circlet       | Teaches GF the Mag+20% Ability                        | ---   |
|               | Obtain: Steal from Lvl20+ Buel (Rare)                 | 75    |
|               | Refine from: Gerogero Card [10:1] (Card Mod)          |       |
|               | Refine into: Aura Stone [1:2] (Tool-RF)               |       |
| -----         | -----                                                 | ----- |
| Hypno Crown   | Teaches GF the Mag+40% Ability                        | 20000 |
|               | Obtain: Buy from Esthar Pet Shop (Familiar)           | 5000  |
|               | Dropped by Lvl30+ Malboro (Rare)                      |       |
|               | Refine from: Spr-J Scroll [10:1] (GF Abl Med-RF)      |       |
|               | Refine into: Aura Stone [1:10] (Tool-RF)              |       |
|               | Royal Crown [10:1] (GF Abl Med-RF)                    |       |
| -----         | -----                                                 | ----- |
| Royal Crown   | Teaches GF the Mag+60% Ability                        | ---   |
|               | Refine from: Hypno Crown [10:1] (GF Abl Med-RF)       | 7500  |
|               | Edea Card [1:3] (Card Mod)                            |       |
|               | Refine into: Mag Up [10:1] (Forbid Med-RF)            |       |
|               | Status Atk [20:1] (GF Abl Med-RF)                     |       |
| -----         | -----                                                 | ----- |
| Jet Engine    | Teaches GF the Spd+20% Ability                        | ---   |
|               | Obtain: Dropped by Lvl30+ Cactuar (Rare)              | 5000  |
|               | Refine from: Spd-J Scroll [10:1] (GF Abl Med-RF)      |       |
|               | Tri-Point Card [40:1] (Card Mod)                      |       |
|               | Refine into: Spd Up [50:1] (Forbid Med-RF)            |       |
|               | Rocket Engine [10:1] (GF Abl Med-RF)                  |       |
| -----         | -----                                                 | ----- |
| Rocket Engine | Teaches GF the Spd+40% Ability                        | ---   |
|               | Refine from: Jet Engine [50:1] (GF Abl Med-RF)        | 7500  |
|               | Irvine Card [1:3] (Card Mod)                          |       |
|               | Refine into: Spd Up [5:1] (Forbid Med-RF)             |       |
|               | Triple Magic [1:50] (Time Mag-RF)                     |       |
| -----         | -----                                                 | ----- |
| Moon Curtain  | Teaches GF the Auto-Shell Ability                     | ---   |
|               | Obtain: Angelo Search (2/288th chance)                | 10000 |
|               | Refine from: Malboro Tentacle [100:1] (GF Abl Med-RF) |       |
|               | Magic Armlet [20:1] (GF Abl Med-RF)                   |       |
|               | Alexander Card [1:3] (Card Mod)                       |       |
|               | Refine into: Shell Magic [1:100] (Supt Mag-RF)        |       |
| -----         | -----                                                 | ----- |
| Steel Curtain | Teaches GF the Auto-Protect Ability                   | ---   |
|               | Refine from: Adamantine [20:1] (GF Abl Med-RF)        | 10000 |
|               | Refine into: Protect Magic [1:100] (Supt Mag-RF)      |       |
| -----         | -----                                                 | ----- |
| Glow Curtain  | Teaches GF the Auto-Reflect Ability                   | ---   |
|               | Refine from: Dragon Skin [100:1] (GF Abl Med-RF)      | 10000 |
|               | Carbuncle Card [1:3] (Card Mod)                       |       |
|               | Refine into: Monk's Code [2:1] (GF Abl Med-RF)        |       |
|               | Reflect Magic [1:100] (Supt Mag-RF)                   |       |
| -----         | -----                                                 | ----- |
| Accelerator   | Teaches GF the Auto-Haste Ability                     | ---   |
|               | Refine from: Lightweight [100:1] (GF Abl Med-RF)      | 12500 |

|               |                                                   |       |
|---------------|---------------------------------------------------|-------|
|               | Kiros Card [1:3] (Card Mod)                       |       |
|               | Refine into: Haste Magic [1:100] (Time Mag-RF)    |       |
| -----         | -----                                             | ----- |
| Monk's Code   | Teaches GF the Counter Ability                    | ---   |
|               | Refine from: Glow Curtain [2:1] (GF Abl Med-RF)   | 12500 |
|               | Edea Card [1:3] (Card Mod)                        |       |
|               | Refine into: Str Up [1:1] (Forbid Med-RF)         |       |
| -----         | -----                                             | ----- |
| Knight's Code | Teaches GF the Cover Ability                      | ---   |
|               | Refine from: Holy War [5:1] (GF Abl Med-RF)       | 10000 |
|               | Refine into: Vit Up [1:1] (Forbid Med-RF)         |       |
| -----         | -----                                             | ----- |
| Doc's Code    | Teaches GF the Med Data Ability                   | ---   |
|               | Refine from: Elixir [10:1] (GF Abl Med-RF)        | 10000 |
|               | Leviathan Card [1:3] (Card Mod)                   |       |
|               | Refine into: Megalixir [1:1] (Forbid Med-RF)      |       |
| -----         | -----                                             | ----- |
| Hundred       | Teaches GF the Kamikaze Ability                   | ---   |
| Needles       | Refine from: Cactus Thorn [100:1] (GF Abl Med-RF) | 10000 |
|               | Refine into: Spd Up [1:1] (Forbid Med-RF)         |       |
| -----         | -----                                             | ----- |
| Three Stars   | Teaches GF the Expendx3-1 Ability                 | ---   |
|               | Refine from: Squall Card [1:3] (Card Mod)         | 12500 |
|               | Refine into: Triple Magic [1:100] (Time Mag-RF)   |       |
| -----         | -----                                             | ----- |
| Ribbon        | Teaches GF the Ribbon Ability                     | ---   |
|               | Obtain: PocketStation exclusive item              | 25000 |
|               | Refine from: ---                                  |       |
|               | Refine into: Status Guard [1:1] (GF Abl Med-RF)   |       |
| -----         | -----                                             | ----- |

#### Ammunition Items:

=====

|              |                                             |        |
|--------------|---------------------------------------------|--------|
|              |                                             | Buy    |
| Name:        | Use + Obtain Methods + Refinement:          | & Sell |
| =====        | =====                                       | =====  |
| Normal Ammo  | Used in Irvine's Shot Limit Break           | 20     |
|              | Obtain: Buy from various shops              | 1      |
|              | Refine from: Screw [1:8] (Ammo-RF)          |        |
|              | Refine into: Fast Ammo [1:1] (Ammo-RF)      |        |
| -----        | -----                                       | -----  |
| Shotgun Ammo | Used in Irvine's Shot Limit Break           | 40     |
|              | Obtain: Buy from various shops              | 2      |
|              | Refine from: ---                            |        |
|              | Refine into: Fast Ammo [1:2] (Ammo-RF)      |        |
| -----        | -----                                       | -----  |
| Dark Ammo    | Used in Irvine's Shot Limit Break           | 300    |
|              | Obtain: Buy from Esthar Shop                | 15     |
|              | Refine from: Poison Powder [1:10] (Ammo-RF) |        |
|              | Venom Fang [1:20] (Ammo-RF)                 |        |
|              | Abadon Card [1:30] (Card Mod)               |        |
|              | Refine into: ---                            |        |
| -----        | -----                                       | -----  |
| Fire Ammo    | Used in Irvine's Shot Limit Break           | 500    |
|              | Obtain: Buy from Esthar Shop                | 25     |
|              | Refine from: Bomb Fragment [1:20] (Ammo-RF) |        |
|              | Red Fang [1:40] (Ammo-RF)                   |        |
|              | Fuel [1:10] (Ammo-RF)                       |        |

|            |                                                 |     |
|------------|-------------------------------------------------|-----|
|            | Oilboyle Card [1:30] (Card Mod)                 |     |
|            | Refine into: ---                                |     |
| Demolition | Used in Irvine's Shot Limit Break               | 800 |
| Ammo       | Obtain: Buy from Esthar Shop (Familiar)         | 40  |
|            | Refine from: Missile [1:20] (Ammo-RF)           |     |
|            | Running Fire [1:40] (Ammo-RF)                   |     |
|            | Cactus Thorn [1:40] (Ammo-RF)                   |     |
|            | Trauma Card [1:30] (Card Mod)                   |     |
|            | Refine into: ---                                |     |
| Fire Ammo  | Used in Irvine's Shot Limit Break               | 100 |
|            | Obtain: Buy from Esthar Shop (Familiar)         | 5   |
|            | Refine from: Normal Ammo [1:1] (Ammo-RF)        |     |
|            | Shotgun Ammo [1:2] (Ammo-RF)                    |     |
|            | GIM47N card [1:10] (Ammo-RF)                    |     |
|            | Refine into: ---                                |     |
| AP Ammo    | Used in Irvine's Shot Limit Break               | --- |
|            | Refine from: Sharp Spike [1:10] (Ammo-RF)       | 50  |
|            | Chef's Knife [1:20] (Ammo-RF)                   |     |
|            | Refine into: ---                                |     |
| Pulse Ammo | Used in Irvine's Shot Limit Break               | --- |
|            | Refine from: Energy Crystal [1:10] (Ammo-RF)    | 250 |
|            | Laser Cannon [1:5] (Ammo-RF)                    |     |
|            | Power Generator [1:20] (Ammo-RF)                |     |
|            | Refine into: Ultima Magic [5:1] (Forbid Mag-RF) |     |

Tool Items:  
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|               |                                              |        |
|---------------|----------------------------------------------|--------|
|               |                                              | Buy    |
| Name:         | Use + Obtain Methods + Refinement:           | & Sell |
| =====         | =====                                        | =====  |
| M-Stone Piece | Used to refine weak magic                    | ---    |
|               | Obtain: Steal from Lvl 1-19 Bite Bug         | 5      |
|               | Steal from Lvl 1-19 Blobra                   |        |
|               | Steal from Lvl 1-19 Buel                     |        |
|               | Refine from: Funguar Card [1:1] (Card Mod)   |        |
|               | Bite Bug Card [1:1] (Card Mod)               |        |
|               | Refine into: Thunder Magic [1:5] (T Mag-RF)  |        |
|               | Blizzard Magic [1:5] (I Mag-RF)              |        |
|               | Fire Magic [1:5] (F Mag-RF)                  |        |
|               | Cure Magic [1:5] (L Mag-RF)                  |        |
|               | Slow Magic [1:5] (Time Mag-RF)               |        |
|               | Silence Magic [1:5] (ST Mag-RF)              |        |
|               | Esuna Magic [1:5] (Supt Mag-RF)              |        |
| Magic Stone   | Used to refine medium magic                  | ---    |
|               | Obtain: Steal from Lvl 20-29 Bite Bug        | 12     |
|               | Steal from Lvl 20-29 Blobra                  |        |
|               | Steal from Lvl 20-29 Buel                    |        |
|               | Refine from: Grat Card [1:1] (Card Mod)      |        |
|               | Buel Card [1:1] (Card Mod)                   |        |
|               | Jelleye Card [1:1] (Card Mod)                |        |
|               | Refine into: Thundara Magic [1:5] (T Mag-RF) |        |
|               | Blizzara Magic [1:5] (I Mag-RF)              |        |

|               |                                                  |       |
|---------------|--------------------------------------------------|-------|
|               | Fira Magic [1:5] (F Mag-RF)                      |       |
|               | Cura Magic [1:5] (L Mag-RF)                      |       |
|               | Haste Magic [1:5] (Time Mag-RF)                  |       |
|               | Berserk Magic [1:5] (ST Mag-RF)                  |       |
|               | Dispel Magic [1:5] (Supt Mag-RF)                 |       |
| -----         | -----                                            | ----- |
| Wizard Stone  | Used to refine strong magic                      | ---   |
|               | Obtain: Steal from Lvl30+ Bite Bug               | 20    |
|               | Refine from: Magic Scroll [1:10] (Tool-RF)       |       |
|               | GF Scroll [1:10] (Tool-RF)                       |       |
|               | Draw Scroll [1:10] (Tool-RF)                     |       |
|               | Item Scroll [1:10] (Tool-RF)                     |       |
|               | Gambler Spirit [1:10] (Tool-RF)                  |       |
|               | Vysage Card [1:1] (Card Mod)                     |       |
|               | Imp Card [1:1] (Card Mod)                        |       |
|               | Refine into: Thundaga Magic [1:5] (T Mag-RF)     |       |
|               | Blizzaga Magic [1:5] (I Mag-RF)                  |       |
|               | Firaga Magic [1:5] (F Mag-RF)                    |       |
|               | Curaga Magic [1:5] (L Mag-RF)                    |       |
|               | Stop Magic [1:5] (Time Mag-RF)                   |       |
|               | Bio Magic [1:5] (ST Mag-RF)                      |       |
|               | Dispel Magic [1:20] (Supt Mag-RF)                |       |
| -----         | -----                                            | ----- |
| Ochu Tentacle | Used for refinement                              | ---   |
|               | Obtain: Steal from Ochu                          | 75    |
|               | Refine from: Ochu Card [1:1] (Card Mod)          |       |
|               | Refine into: Eye Drops [1:3] (ST Med-RF)         |       |
|               | Blind Magic [1:20] (ST Mag-RF)                   |       |
| -----         | -----                                            | ----- |
| Healing Water | Used for refinement                              | ---   |
|               | Obtain: Steal from Jelleye                       | 75    |
|               | Refine from: ---                                 |       |
|               | Refine into: Hi-Potion [1:2] (Recov Med-RF)      |       |
|               | Tent [1:2] (Tool-RF)                             |       |
|               | G-Hi-Potion [1:2] (GF Recov Med-RF)              |       |
|               | Cura Magic [1:20] (L Mag-RF)                     |       |
| -----         | -----                                            | ----- |
| Cockatrice    | Used for refinement                              | ---   |
| Pinion        | Obtain: Steal from Cockatrice                    | 50    |
|               | Refine from: Cockatrice Card [1:1] (Card Mod)    |       |
|               | Iguion Card [1:1] (Card Mod)                     |       |
|               | Refine into: Soft [1:3] (ST Med-RF)              |       |
|               | Break Magic [1:20] (ST Mag-RF)                   |       |
| -----         | -----                                            | ----- |
| Zombie Powder | Used for refinement                              | ---   |
|               | Obtain: Steal from Blood Soul                    | 50    |
|               | Refine from: Blood Soul Card [1:1] (Card Mod)    |       |
|               | Refine into: Holy Water [1:3] (ST Med-RF)        |       |
|               | Zombie Magic [1:20] (L Mag-RF)                   |       |
| -----         | -----                                            | ----- |
| Lightweight   | Used for refinement                              | ---   |
|               | Obtain: Steal from Vysage                        | 50    |
|               | Refine from: Cerberus Card [1:1] (Card Mod)      |       |
|               | Refine into: Accelerator [100:1] (GF Abl Med-RF) |       |
|               | Haste Magic [1:20] (Time Mag-RF)                 |       |
| -----         | -----                                            | ----- |
| Sharp Spike   | Used for refinement                              | ---   |
|               | Obtain: Steal from Grand Mantis                  | 50    |
|               | Refine from: Grand Mantis Card [1:1] (Card Mod)  |       |
|               | Death Claw Card [1:1] (Card Mod)                 |       |

|                |                                                |       |
|----------------|------------------------------------------------|-------|
|                | Refine into: AP Ammo [1:10] (Ammo-RF)          |       |
| -----          | -----                                          | ----- |
| Screw          | Used for refinement                            | ---   |
|                | Obtain:       Dropped by Geezard               | 25    |
|                | Refine from: Geezard Card [1:5] (Card Mod)     |       |
|                | Refine into: Normal Ammo [1:8] (Ammo-RF)       |       |
| -----          | -----                                          | ----- |
| Saw Blade      | Used for refinement                            | ---   |
|                | Obtain:       Steal from Belhelmel             | 50    |
|                | Refine from: Belhelmel Card [1:1] (Card Mod)   |       |
|                | Refine into: Death Magic [1:10] (L Mag-RF)     |       |
|                | Dispel Magic [1:20] (Supt Mag-RF)              |       |
| -----          | -----                                          | ----- |
| Mesmerize      | Used for refinement                            | ---   |
| Blade          | Obtain:       Steal from Mesmerize             | 50    |
|                | Refine from: Mesmerize Card [1:1] (Card Mod)   |       |
|                | Refine into: Mega-Potion [1:2] (Recov Med-RF)  |       |
|                | G-Hi-Potion [1:1] (GF Recov Med-RF)            |       |
|                | Regen Magic [1:20] (L Mag-RF)                  |       |
| -----          | -----                                          | ----- |
| Vampire Fang   | Used for refinement                            | ---   |
|                | Obtain:       Steal from Red Bat               | 50    |
|                | Refine from: Red Bat Card [1:1] (Card Mod)     |       |
|                | Refine into: Drain Magic [1:20] (Supt Mag-RF)  |       |
| -----          | -----                                          | ----- |
| Fury Fragment  | Used for refinement                            | ---   |
|                | Obtain:       Steal from Blue Dragon           | 125   |
|                | Refine from: Blue Dragon Card [4:1] (Card Mod) |       |
|                | Refine into: Aura Stone [1:2] (Tool-RF)        |       |
|                | Aura Magic [1:5] (Supt Mag-RF)                 |       |
| -----          | -----                                          | ----- |
| Betrayal Sword | Used for refinement                            | ---   |
|                | Obtain:       Steal from Blitz                 | 50    |
|                | Refine from: Forbidden Card [1:1] (Card Mod)   |       |
|                | Refine into: Remedy [1:1] (ST Med-RF)          |       |
|                | Confuse Magic [1:20] (ST Mag-RF)               |       |
| -----          | -----                                          | ----- |
| Sleep Powder   | Used for refinement                            | ---   |
|                | Obtain:       Steal from Funguar               | 50    |
|                | Refine from: ---                               |       |
|                | Refine into: Remedy [1:1] (ST Med-RF)          |       |
|                | Sleep Magic [1:20] (ST Mag-RF)                 |       |
| -----          | -----                                          | ----- |
| Life Ring      | Used for refinement                            | ---   |
|                | Obtain:       Steal from Lefty                 | 50    |
|                | Refine from: Torama Card [5:1] (Card Mod)      |       |
|                | Refine into: Phoenix Down [1:2] (Recov Med-RF) |       |
|                | G-Returner [1:2] (GF Recov Med-RF)             |       |
|                | Life Magic [1:20] (L Mag-RF)                   |       |
| -----          | -----                                          | ----- |
| Dragon Fang    | Used for refinement                            | ---   |
|                | Obtain:       Dropped by Blue Dragon           | 50    |
|                | Dropped by Lvl 20-29 T-Rexaur                  |       |
|                | Refine from: ---                               |       |
|                | Refine into: Remedy [1:1] (ST Med-RF)          |       |
|                | Med Kit [100:1] (GF Abl Med-RF)                |       |
|                | Esuna Magic [1:20] (Supt Mag-RF)               |       |
| -----          | -----                                          | ----- |

Blue Magic Items:  
=====

| Name:          | Use + Obtain Methods + Refinement:                                                                                                                                                                                                                                        | Buy & Sell |
|----------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------|
| Spider Web     | Teaches Quistis Ultra Waves<br>Obtain: Steal from Caterchipillar<br>Refine from: Caterchipillar Card [1:1] (Card Mod)<br>Refine into: Slow Magic [1:20] (Time Mag-RF)                                                                                                     | ---<br>50  |
| Coral Fragment | Teaches Quistis Electrocute<br>Obtain: Steal from Creeps<br>Refine from: Creeps Card [1:1] (Card Mod)<br>Refine into: Thundara Magic [1:20] (T Mag-RF)                                                                                                                    | ---<br>75  |
| Curse Spike    | Teaches Quistis Lv?Death<br>Obtain: Steal from Tri-Face<br>Dropped by Malboro<br>Refine from: Tri-Face Card [1:1] (Card Mod)<br>Refine into: Remedy [1:1] (ST Med-RF)<br>Pain Magic [1:10] (ST Mag-RF)<br>Dark Matter [100:1] (Tool-RF)*<br>*Note: Siren must be Lvl 100. | ---<br>75  |
| Black Hole     | Teaches Quistis Degenerator<br>Obtain: Dropped by Lvl30+ Wendigo (Rare)<br>Steal from Gesper<br>Refine from: Gesper Card [1:1] (Card Mod)<br>Diablos Card [1:100] (Card Mod)<br>Refine into: Demi Magic [1:30] (Time Mag-RF)                                              | ---<br>75  |
| Water Crystal  | Teaches Quistis Aqua Breath<br>Obtain: Steal from Fastitocalon<br>Refine from: Fastitocalon-F Card [5:1] (Card Mod)<br>Fastitocalon Card [1:1] (Card Mod)<br>Refine into: Water Magic [1:30] (I Mag-RF)                                                                   | ---<br>75  |
| Missile        | Teaches Quistis Micro Missiles<br>Obtain: Steal from Lvl30+ Death Claw (Rare)<br>Steal from GIM52A<br>Refine from: ---<br>Refine into: Demolition Ammo [1:20] (Ammo-RF)                                                                                                   | ---<br>75  |
| Mystery Fluid  | Teaches Quistis Acid<br>Obtain: Steal from Gayla<br>Refine from: Gayla Card [1:1] (Card Mod)<br>Refine into: Meltdown Magic [1:10] (ST Mag-RF)                                                                                                                            | ---<br>75  |
| Running Fire   | Teaches Quistis Gatling Gun<br>Obtain: Steal from SAM08G<br>Dropped by Lvl20+ Iron Giant<br>Refine from: SAM08G Card [1:1] (Card Mod)<br>Refine into: Demolition Ammo [1:40] (Ammo-RF)                                                                                    | ---<br>75  |
| Inferno Fang   | Teaches Quistis Fire Breath<br>Obtain: Steal from Ruby Dragon<br>Refine from: Ruby Dragon Card [10:1] (Card Mod)<br>Refine into: Flare Stone [1:2] (Tool-RF)<br>Flare Magic [1:20] (F Mag-RF)                                                                             | ---<br>75  |



|                 |                                                  |     |
|-----------------|--------------------------------------------------|-----|
| Malboro         | Teaches Quistis Bad Breath                       | --- |
| Tentacle        | Obtain: Steal from Malboro                       | 100 |
|                 | Refine from: Malboro Card [4:1] (Card Mod)       |     |
|                 | Refine into: Remedy [1:2] (ST Med-RF)            |     |
|                 | Moon Curtain [1:100] (GF Abl Med-RF)             |     |
|                 | Bio Magic [1:40] (ST Mag-RF)                     |     |
| Whisper         | Teaches Quistis White Wind                       | --- |
|                 | Obtain: Steal from Adamantoise                   | 100 |
|                 | Refine from: ---                                 |     |
|                 | Refine into: Cottage [1:1] (Tool-RF)             |     |
|                 | G-Hi-Potion [1:4] (GF Recov Med-RF)              |     |
|                 | Healing Ring [100:1] (GF Abl Med-RF)             |     |
|                 | Curaga Magic [1:50] (L Mag-RF)                   |     |
| Laser Cannon    | Teaches Quistis Homing Laser                     | --- |
|                 | Obtain: Dropped by Lvl30+ Belhelmel (Rare)       | 125 |
|                 | Steal from Lvl30+ Elastoid                       |     |
|                 | Refine from: ---                                 |     |
|                 | Refine into: Pulse Ammo [1:5] (Ammo-RF)          |     |
| Barrier         | Teaches Quistis Mighty Guard                     | --- |
|                 | Obtain: Steal from Behemoth                      | 125 |
|                 | Refine from: Behemoth Card [10:1] (Card Mod)     |     |
|                 | Refine into: Aegis Amulet [50:1] (GF Abl Med-RF) |     |
|                 | Shell Magic [1:40] (Supt Mag-RF)                 |     |
| Power Generator | Teaches Quistis Ray Bomb                         | --- |
|                 | Obtain: Steal from Lvl30+ Blitz (Rare)           | 200 |
|                 | Refine from: ---                                 |     |
|                 | Refine into: Pulse Ammo [1:20] (Ammo-RF)         |     |
| Dark Matter     | Teaches Quistis Shockwave Pulsar                 | --- |
|                 | Refine from: Curse Spike [100:1] (Tool-RF)*      | 250 |
|                 | *Note: Siren must be Lvl 100                     |     |
|                 | Refine into: Shaman Stone [1:1] (Tool-RF)        |     |
|                 | Luck-J Scroll [1:1] (GF Abl Med-RF)              |     |
|                 | Ultima Magic [1:100] (Forbid Mag-RF)             |     |

Compatibility Items:  
Also Section {GUA-4}  
=====

|               |                                               |        |
|---------------|-----------------------------------------------|--------|
|               |                                               | Buy    |
| Name:         | Use + Obtain Methods + Refinement:            | & Sell |
| =====         | =====                                         | =====  |
| Bomb Fragment | Raises compatibility with Ifrit               | ---    |
|               | Obtain: Steal from Bomb                       | 25     |
|               | Refine from: Bomb Card [1:1] (Card Mod)       |        |
|               | Refine into: Fire Ammo [1:20] (Ammo-RF)       |        |
|               | Bomb Spirit [100:1] (GF Abl Med-RF)           |        |
|               | Fira Magic [1:20] (F Mag-RF)                  |        |
| Red Fang      | Raises compatibility with Ifrit               | ---    |
|               | Obtain: Steal from Chimera                    | 75     |
|               | Steal from Hexadragon                         |        |
|               | Refine from: Hexadragon Card [3:1] (Card Mod) |        |

|               |                                                   |       |
|---------------|---------------------------------------------------|-------|
|               | Refine into: Fire Ammo [1:40] (Ammo-RF)           |       |
|               | Firaga Magic [1:20] (F Mag-RF)                    |       |
| -----         | -----                                             | ----- |
| Arctic Wind   | Raises compatibility with Shiva                   | ---   |
|               | Obtain: Steal from Lvl 1-19 Glacial Eye           | 25    |
|               | Refine from: Glacial Eye Card [1:1] (Card Mod)    |       |
|               | Refine into: Blizzara Magic [1:20] (I Mag-RF)     |       |
| -----         | -----                                             | ----- |
| North Wind    | Raises compatibility with Shiva                   | ---   |
|               | Obtain: Steal from Lvl20+ Glacial Eye             | 75    |
|               | Refine from: Snow Lion Card [1:1] (Card Mod)      |       |
|               | Shiva Card [1:100] (Card Mod)                     |       |
|               | Refine into: Blizzaga Magic [1:20] (I Mag-RF)     |       |
| -----         | -----                                             | ----- |
| Dynamo Stone  | Raises compatibility with Quezacotl               | ---   |
|               | Obtain: Steal from Lvl30+ Blitz                   | 125   |
|               | Refine from: Blitz Card [1:1] (Card Mod)          |       |
|               | Quezacotl Card [1:100] (Card Mod)                 |       |
|               | Refine into: Thundaga Magic [1:20] (T Mag-RF)     |       |
| -----         | -----                                             | ----- |
| Shear Feather | Raises compatibility with Pandemona               | ---   |
|               | Obtain: Steal from Lvl 1-29 Thrustaevis           | 125   |
|               | Refine from: Thrustaevis Card [1:1] (Card Mod)    |       |
|               | Refine into: Aero Magic [1:20] (T Mag-RF)         |       |
| -----         | -----                                             | ----- |
| Venom Fang    | Raises compatibility with Doomtrain               | ---   |
|               | Obtain: Steal from Anacondaaur                    | 75    |
|               | Refine from: Anacondaaur Card [1:1] (Card Mod)    |       |
|               | Refine into: Antidote [1:10] (ST Med-RF)          |       |
|               | Dark Ammo [1:20] (Ammo-RF)                        |       |
|               | Bio Magic [1:20] (ST Magic-RF)                    |       |
| -----         | -----                                             | ----- |
| Steel Orb     | Raises compatibility with Diablos                 | ---   |
|               | Obtain: Dropped by Wendigo                        | 75    |
|               | Refine from: Wendigo Card [1:1] (Card Mod)        |       |
|               | Refine into: Demi Magic [1:15] (Time Mag-RF)      |       |
| -----         | -----                                             | ----- |
| Moon Stone    | Raises compatibility with Alexander               | ---   |
|               | Obtain: Steal from Elnoyle                        | 75    |
|               | Refine from: ---                                  |       |
|               | Refine into: Holy Stone [1:2] (Tool-RF)           |       |
|               | Holy Magic [1:20] (Forbid Mag-RF)                 |       |
| -----         | -----                                             | ----- |
| Dino Bone     | Raises compatibility with Brothers                | ---   |
|               | Obtain: Steal from T-Rexaur                       | 75    |
|               | Refine from: Armadodo Card [1:1] (Card Mod)       |       |
|               | T-Rexaur Card [2:1] (Card Mod)                    |       |
|               | Sacred Card [1:100] (Card Mod)                    |       |
|               | Refine into: Quake Magic [1:20] (Time Mag-RF)     |       |
| -----         | -----                                             | ----- |
| Windmill      | Raises compatibility with Pandemona               | ---   |
|               | Obtain: Steal from Lvl30+ Thrustaevis             | 75    |
|               | Refine from: Abyss Worm Card [1:1] (Card Mod)     |       |
|               | Pandemona Card [1:100] (Card Mod)                 |       |
|               | Refine into: Tornado Magic [1:20] (T Mag-RF)      |       |
| -----         | -----                                             | ----- |
| Dragon Skin   | Raises compatibility with Carbuncle               | ---   |
|               | Obtain: Dropped by Lvl30+ Anacondaaur             | 75    |
|               | Refine from: ---                                  |       |
|               | Refine into: Glow Curtain [1:100] (GF Abl Med-RF) |       |

|                |                                                |      |
|----------------|------------------------------------------------|------|
|                | Reflect Magic [1:20] (Supt Mag-RF)             |      |
|                | -----                                          | ---- |
| Fish Fin       | Raises compatibility with Leviathan            | ---  |
|                | Obtain: Steal from Fastitocalon-F              | 25   |
|                | Refine from: ---                               |      |
|                | Refine into: Water Magic [1:20] (I Mag-RF)     |      |
|                | -----                                          | ---- |
| Dragon Fin     | Raises compatibility with Cerberus             | ---  |
|                | Obtain: Steal from Grendel                     | 25   |
|                | Refine from: Grendel Card [1:1] (Card Mod)     |      |
|                | Refine into: Double Magic [1:20] (Time Mag-RF) |      |
|                | -----                                          | ---- |
| Silence Powder | Raises compatibility with Siren                | ---  |
|                | Obtain: Steal from Grat                        | 25   |
|                | Refine from: ---                               |      |
|                | Refine into: Echo Screen [1:3] (ST Med-RF)     |      |
|                | Silence Magic [1:20] (ST Mag-RF)               |      |
|                | -----                                          | ---- |
| Poison Powder  | Raises compatibility with Doomtrain            | ---  |
|                | Obtain: Steal from Imp                         | 25   |
|                | Dropped by Tri-Face                            |      |
|                | Refine from: ---                               |      |
|                | Refine into: Antidote [1:3] (ST Med-RF)        |      |
|                | Dark Ammo [1:10] (Ammo-RF)                     |      |
|                | -----                                          | ---- |
| Dead Spirit    | Used for refinement                            | ---  |
|                | Obtain: Steal from Forbidden                   | 75   |
|                | Refine from: Odin Card [1:100] (Card Mod)      |      |
|                | Refine into: Death Stone [1:2] (Tool-RF)       |      |
|                | Death Magic [1:20] (L Mag-RF)                  |      |
|                | -----                                          | ---- |
| Chef's Knife   | Raises compatibility with Tonberry             | ---  |
|                | Obtain: Dropped by/Steal from Tonberry         | 75   |
|                | Refine from: Tonberry Card [1:1] (Card Mod)    |      |
|                | Tonberry King Card [1:1] (Card Mod)            |      |
|                | Refine into: AP Ammo [1:20] (Ammo-RF)          |      |
|                | Death Magic [1:30] (L Mag-RF)                  |      |
|                | -----                                          | ---- |
| Cactus Thorn   | Raises compatibility with Cactuar              | ---  |
|                | Obtain: Steal from Cactuar                     | 75   |
|                | Refine from: Cactuar Card [1:1] (Card Mod)     |      |
|                | Jumbo Cactuar King Card [1:1] (Card Mod)       |      |
|                | Refine into: Demolition Ammo [1:40] (Ammo-RF)  |      |
|                | Hundred Needles [100:1] (GF Abl Med-RF)        |      |
|                | -----                                          | ---- |
| Shaman Stone   | Raises compatibility with Bahamut              | ---  |
|                | Refine from: Rosetta Stone [1:1] (Tool-RF)     | 1250 |
|                | Hungry Cookpot [1:1] (Tool-RF)                 |      |
|                | Mog's Amulet [1:1] (Tool-RF)                   |      |
|                | Dark Matter [1:1] (Tool-RF)                    |      |
|                | Refine into: LuvLuvG [1:1] (Tool-RF)           |      |
|                | Hero Trial [10:1] (Forbid Med-RF)*             |      |
|                | *Note: Doomtrain must be Lvl 100               |      |
|                | Rosetta Stone [1:1] (GF Abl Med-RF)            |      |
|                | -----                                          | ---- |

Various Items:

=====

| Name:          | Use + Obtain Methods + Refinement:                | Buy<br>& Sell |
|----------------|---------------------------------------------------|---------------|
| =====          | =====                                             | =====         |
| Fuel           | Used to drive cars                                | 3000          |
|                | Obtain: Buy from various shops                    | 750           |
|                | Refine from: ---                                  |               |
|                | Refine into: Fire Ammo [1:10] (Ammo-RF)           |               |
| -----          | -----                                             | -----         |
| Girl Next Door | Naughty Magazine; Give to Zone for the Shiva Card | ---           |
|                | Obtain: Magazine stack at Timber Maniacs          | 12500         |
|                | Refine from: ---                                  |               |
|                | Refine into: ---                                  |               |
| -----          | -----                                             | -----         |
| Sorceress'     | Plot progress item                                | ---           |
| Letter         | Obtain: From Edea (Disc 3)                        | 125           |
|                | Refine from: ---                                  |               |
|                | Refine into: ---                                  |               |
| -----          | -----                                             | -----         |
| Chocobo's Tag  | Re-names your Chocobo                             | ---           |
|                | Obtain: PocketStation exclusive item              | 125           |
|                | Refine from: ---                                  |               |
|                | Refine into: ---                                  |               |
| -----          | -----                                             | -----         |
| Pet Nametag    | Re-names Rinoa's dog Angelo                       | ---           |
|                | Obtain: - D-District Prison, Floor 2, Left Cell   | 125           |
|                | - Journalist in Timber                            |               |
|                | Refine from: ---                                  |               |
|                | Refine into: ---                                  |               |
| -----          | -----                                             | -----         |
| Solomon Ring   | Used to summon Doomtrain                          | ---           |
|                | Obtain: Find at Tears Point                       | 125           |
|                | Refine from: ---                                  |               |
|                | Refine into: ---                                  |               |
| -----          | -----                                             | -----         |
| Magical Lamp   | Used to summon Diablos                            | ---           |
|                | Obtain: Gotten from Cid (Disc 1)                  | 125           |
|                | Refine from: ---                                  |               |
|                | Refine into: ---                                  |               |
| -----          | -----                                             | -----         |

#### Stat Boosting Items:

=====

| -----  | -----                                           | -----         |
|--------|-------------------------------------------------|---------------|
| Name:  | Use + Obtain Methods + Refinement:              | Buy<br>& Sell |
| =====  | =====                                           | =====         |
| HP Up  | Permanently raises a character's Max HP by 10   | ---           |
|        | Obtain: ---                                     | 250           |
|        | Refine from: Gaea's Ring [1:1] (Forbid Med-RF)  |               |
|        | Refine into: HP-J Scroll [2:1] (GF Abl Med-RF)  |               |
| -----  | -----                                           | -----         |
| Str Up | Permanently raises a character's Strength by 1  | ---           |
|        | Obtain: ---                                     | 250           |
|        | Refine from: Hyper Wrist [10:1] (Forbid Med-RF) |               |
|        | Monk's Code [1:1] (Forbid Med-RF)               |               |
|        | Refine into: Str-J Scroll [2:1] (GF Abl Med-RF) |               |
| -----  | -----                                           | -----         |
| Vit Up | Permanently raises a character's Vitality by 1  | ---           |
|        | Obtain: ---                                     | 250           |

|         |                                                          |       |
|---------|----------------------------------------------------------|-------|
|         | Refine from: Adamantine [10:1] (Forbid Med-RF)           |       |
|         | Knight's Code [1:1] (Forbid Med-RF)                      |       |
|         | Refine into: Vit-J Scroll [2:1] (GF Abl Med-RF)          |       |
| -----   | -----                                                    | ----- |
| Mag Up  | Permanently raises a character's Magic by 1              | ---   |
|         | Obtain: ---                                              | 250   |
|         | Refine from: Royal Crown [10:1] (Forbid Med-RF)          |       |
|         | Refine into: Mag-J Scroll [2:1] (GF Abl Med-RF)          |       |
| -----   | -----                                                    | ----- |
| Spr Up  | Permanently raises a character's Spirit by 1             | ---   |
|         | Obtain: ---                                              | 250   |
|         | Refine from: Magic Armlet [10:1] (Forbid Med-RF)         |       |
|         | Refine into: Str-J Scroll [2:1] (GF Abl Med-RF)          |       |
| -----   | -----                                                    | ----- |
| Spd Up  | Permanently raises a character's Speed by 1              | ---   |
|         | Obtain: ---                                              | 250   |
|         | Refine from: Aegis Amulet [2:1] (Forbid Med-RF)          |       |
|         | Jet Engine [50:1] (Forbid Med-RF)                        |       |
|         | Rocket Engine [5:1] (Forbid Med-RF)                      |       |
|         | Hundred Needles [1:1] (Forbid Med-RF)                    |       |
|         | Refine into: Spr-J Scroll [2:1] (GF Abl Med-RF)          |       |
| -----   | -----                                                    | ----- |
| Luck Up | Permanently raises a character's Luck by 1               | ---   |
|         | Obtain: ---                                              | 250   |
|         | Refine from: Luck-J-Scroll [1:1] (Forbid Med-RF)         |       |
|         | Refine into: Luck-J Scroll [2:1] (GF Abl Med-RF)         |       |
| -----   | -----                                                    | ----- |
| LuvLuvG | Raises compatibility with all GF's for one char. by 20.2 | ---   |
|         | Obtain: ---                                              | 250   |
|         | Refine from: Chubby Chocobo Card [1:100] (Card Mod)      |       |
|         | Shaman Stone [1:1] (Tool-RF)                             |       |
|         | Refine into: ---                                         |       |
| -----   | -----                                                    | ----- |

Magazine Items:  
=====

|                 |                                                      |               |
|-----------------|------------------------------------------------------|---------------|
| -----           | -----                                                | -----         |
| Name:           | Use + Obtain Methods + Refinement:                   | Buy<br>& Sell |
| =====           | =====                                                | =====         |
| Weapons Mon 1st | Shows new weapon options in junk shops               | 50000         |
|                 | Obtain: - 5th Laguna Dream                           | 25000         |
|                 | - Buy from Esthar Book Store (Familiar)              |               |
| -----           | -----                                                | -----         |
| Weapons Mon Mar | Shows new weapon options in junk shops               | 1000          |
|                 | Obtain: - Buy from Esthar Book Store                 | 500           |
| -----           | -----                                                | -----         |
| Weapons Mon Apr | Shows new weapon options in junk shops               | 1000          |
|                 | Obtain: - Dropped by Elvoret                         | 500           |
|                 | - Buy from Esthar Book Store                         |               |
| -----           | -----                                                | -----         |
| Weapons Mon May | Shows new weapon options in junk shops               | 1000          |
|                 | Obtain: - Deling City Sewers (enter through manhole) | 500           |
|                 | - Buy from Esthar Book Store                         |               |
| -----           | -----                                                | -----         |
| Weapons Mon Jun | Shows new weapon options in junk shops               | 1000          |
|                 | Obtain: - Dropped by BGH251F2 (first battle)         | 500           |
|                 | - Buy from Esthar Book Store                         |               |
| -----           | -----                                                | -----         |

|                 |                                                        |       |
|-----------------|--------------------------------------------------------|-------|
| Weapons Mon Jul | Shows new weapon options in junk shops                 | 1000  |
|                 | Obtain: - Balamb Garden Training Center (Disc 3)       | 500   |
|                 | - Buy from Esthar Book Store                           |       |
| -----           | -----                                                  | ----- |
| Weapons Mon Aug | Shows new weapon options in junk shops                 | 1000  |
|                 | Obtain: - Trabia Garden (screen with fountain)         | 500   |
|                 | - Buy from Esthar Book Store                           |       |
| -----           | -----                                                  | ----- |
| Combat King 001 | Lists Dolphin Blow under Zell's Limit Break            | 1000  |
|                 | Obtain: - D-District Prison, Floor 1, Right Cell       | 500   |
|                 | - Buy from Esthar Book Store                           |       |
| -----           | -----                                                  | ----- |
| Combat King 002 | Lists Meteor Strike under Zell's Limit Break           | 1000  |
|                 | Obtain: - Dropped by Raijin (2nd Balamb battle)        | 500   |
|                 | - Buy from Esthar Book Store                           |       |
| -----           | -----                                                  | ----- |
| Combat King 003 | Lists Metero Barret under Zell's Limit Break           | 1000  |
|                 | Obtain: - Do the pony-tail girl 'quest'                | 500   |
|                 | - Buy from Esthar Book Store                           |       |
| -----           | -----                                                  | ----- |
| Combat King 004 | Lists Different Beat under Zell's Limit Break          | 1000  |
|                 | Obtain: - Esthar Soldier at Esthar walkway             | 500   |
|                 | - Buy from Esthar Book Store                           |       |
| -----           | -----                                                  | ----- |
| Combat King 005 | Lists My Final Heaven under Zell's Limit Break         | 30000 |
|                 | Obtain: - Lunatic Pandora (west from the 3 traps)      | 15000 |
|                 | - Buy from Esthar Book Store                           |       |
| -----           | -----                                                  | ----- |
| Pet Pals Vol.1  | Allows Angelo to learn Angelo Strike                   | 1000  |
|                 | Obtain: - Received on the train to Timber              | 500   |
|                 | - Buy from Esthar Book Store                           |       |
| -----           | -----                                                  | ----- |
| Pet Pals Vol.2  | Allows Angelo to learn Angelo Recover                  | 1000  |
|                 | Obtain: - On Rinoa's bed in the Forest Owl's train     | 500   |
|                 | - Buy from Esthar Book Store                           |       |
| -----           | -----                                                  | ----- |
| Pet Pals Vol.3  | Allows Angelo to learn Invincible Moon                 | 1000  |
|                 | Obtain: - Buy from Esthar Book Store                   | 500   |
| -----           | -----                                                  | ----- |
| Pet Pals Vol.4  | Allows Angelo to learn Angelo Reverse                  | 1000  |
|                 | Obtain: - Buy from Esthar Book Store                   | 500   |
| -----           | -----                                                  | ----- |
| Pet Pals Vol.5  | Allows Angelo to learn Angelo Search                   | 1000  |
|                 | Obtain: - Buy from Esthar Book Store                   | 500   |
| -----           | -----                                                  | ----- |
| Pet Pals Vol.6  | Allows Angelo to learn Wishing Star                    | 1000  |
|                 | Obtain: - Buy from Esthar Book Store                   | 500   |
| -----           | -----                                                  | ----- |
| Occult Fan I    | Magazine with a clue about Doomtrain                   | 35000 |
|                 | Obtain: - Bookshelf in Balamb Garden's Library         | 17500 |
|                 | - Buy from Esthar Book Store (Familiar)                |       |
| -----           | -----                                                  | ----- |
| Occult Fan II   | Magazine with a clue about Doomtrain                   | 35000 |
|                 | Obtain: - Dollet Pub, private room's magazine stack    | 17500 |
|                 | - Buy from Esthar Book Store (Familiar)                |       |
| -----           | -----                                                  | ----- |
| Occult Fan III  | Magazine with a clue about Doomtrain                   | ---   |
|                 | Obtain: - From Master Fisherman in Fisherman's Horizon | 17500 |
| -----           | -----                                                  | ----- |
| Occult Fan IV   | Magazine with a clue about Doomtrain                   | ---   |

```

Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*Oo
||                               IX)      The Perfection Challenge: {PER}                               ||
Oo*=-*=-*=-*=-*=-*=-Oo-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*Oo
||                               {PER-1} Introduction                               ||
Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*Oo

```

This section will cover the definition of a Perfect Game, and divides it up into several 'Levels' of completion, just to organize this.

The following are levels, layers if you will, to define a Perfect Game. If you want to really go crazy over this, you'll want to select the highest level. It should be noted that any file on Disc 4 that is a 'potential Perfect Game' is actually a Perfect Game. Say, you didn't miss anything, but you still have to max out your Luck and Dark Matters, but you can do this any time you want (with the help of fixed encounters, most likely). This would be a Perfect Game in the making.

#### Level 1:

-----

- (Being able to) Beat the game
- (Being able to) Beat Ultima Weapon & Omega Weapon (\*0. See below)
- Best Weapons for all characters
- All Limit Breaks (\*1. Rinoa excepted-see below)
- All Guardian Forces
- At least 1 of each card
- 32 Magics in the List for all characters (\*2. See below)
- All Side Quests completed (\*3. Ultima Weapon excepted-see below)
- (DO/DO NOT) Have Odin on Disc 4 (\*4. Reasoning-see below)
- Have Battle Meter with all upgrades
- Max Seed Level A
- Either 0, or ALL Seed tests done
- Destroy X-ATM092 (\*5. Reasoning-see below)
- 0 Kills for Seifer and Edea (\*6. Reasoning-see below)

#### Level 2:

-----

- Level 1 requirements
- At least 1 of each item
- Zero KO's for all Characters
- Minimum Escapes (1, fleeing from X-ATM092)
- All Characters Level 100
- All Guardian Forces Level 100
- Max compatibility with all GF's for all characters
- All Treasure found
- Max Stats with junctions for all Characters
- All Tutorial options available
- JUST the Diff and Open rule at any region for Triple Triad
- All Guardian Forces still have all their unique abilities, and are also customized to have better abilities when possible (\*7. See below)

#### Level 3:

-----

- Level 2 requirements
- Max of every card
- Str, Vit, Mag, Spr maxed for all characters without junctioning

- Max of every item with exceptions (\*8. See below)
- All Guardian Forces have 9999 HP

#### Level 4:

-----

- Level 3 requirements
- Max Gil
- Max Kills for the 6 Main Characters
- Max of every item (except Pocketstation Items)
- Max Speed for all characters

#### Level 5:

-----

- Level 4 requirements
- Max Luck for all characters

#### Level 6: (Adds Pocketstation-only things)

-----

- Level 5 requirements
- Max of every item including Pocketstation Items  
(Ribbon, Mog's Amulet, Friendship, Chocobo's Tag, additional Pet Nametags  
+ Powering up Boko to do 9999+ damage)

#### Notes:

-----

\*0. I keep Ultima and Omega Weapon alive for various reasons. First of all, I keep Ultima Weapon alive because the fixed Deep Sea Research Center encounters will stay. Second, when you're all mighty and powerful, you'll want an opponent to show off your skills on. What better opponents than Ultima and Omega? A mere Ruby Dragon doesn't even compare..

\*1. Rinoa must NOT have Angelo Reverse and Angelo Recover. The reason for this is that you will want to search for rare items with Angelo Search, and the previously two named Limit Breaks can seriously slow down Angelo Search. You must learn these Limit Breaks if you have all the items that wanted through the use of Angelo Search.

\*2. It should be clear that the Magic List should be completely filled. The next question would be with which magic, because there are a total of 49 magic (50 if you include Apocalypse, which I don't include), and there's only space for 32 Magics. In the end, I really don't think it matters much which list you have, because you can change this REALLY quickly compared to all the other things on the list. Besides, you can change this ANYTIME you want, so there really isn't a problem, and this is very subjective and a matter of opinion.

#### A few suggestions:

- Everyone should have 100 of the following spells: Ultima, Meteor, Full-Life, Triple, Aura.
- You should leave out the lower level elemental spells and stick with the -aga spells. They do the same thing, except better..and they look neat ;)

\*3. You should not defeat Ultima Weapon. Besides that it's always good to have a powerful opponent ready to defeat when you're ultra powerful (besides Omega Weapon, which I think you should also keep alive as long as possible), this has another useful advantage. The fixed encounters in the Deep Sea Research Center will stay if you don't beat Ultima Weapon. This means you can keep encountering Tri-Face as a fixed encounter, which will considerably help you with getting a good supply of Curse Spikes, an item you'll be needing thousands and thousands of for refining into other great items and mainly boosting your Luck. You can also keep encountering Behemoths, another quite rare creature otherwise.





HP: +30 per Level  
Str: +1 per Level  
Vit: +1 per Level  
Mag: +1 per Level  
Spr: +1 per Level

And now on to the methods of stat maxing:

=====

- On Disc 4, you can win all modded cards back from CC-Group Left Diamond Girl. She uses Trabria Rules, and she'll always use any rare card she can use, starting with the first that's missing in your list.
- PuPu Card can NEVER be won from anyone.

HP:

---

1. | 100x Giant's Ring (Buy, 1.5 Mil Gil) -> 10x Gaea's Ring -> 10x HP Up
2. | 1x Ward's card -> 3x Gaea's Ring -> 3x HP Up
3. | Devour Level 45+ Ruby Dragon. Deep Sea Research Center's fixed encounters  
| can help to speed this up.

Strength:

-----

1. | 1x Eden's card -> 3x Monk's Code -> 3x Str Up
2. | 100x Power Wrist (Buy, 1.5 Mil Gil) -> 10x Hyper Wrist -> 1x Str Up
3. | Devour Level 30+ T-Rexaur. Only available from random encounters.

Vitality:

-----

1. | 1x Minotaur's card -> 10x Adamantine -> 2x Vit Up
2. | 1x Gilgamesh's card -> 10x Holy War -> 2x Knight's Code -> 2x Vit Up
3. | 500x Vit-J Scroll (Buy, 3.75 Mil Gil) -> 50x Orihalcon -> 5x Adamantine  
| -> 1x Vit Up
4. | Devour Level 30+ Adamantoise. Only available from random encounters.

Magic:

-----

1. | 100x Hypno Crown (Buy, 1.5 Mil Gil) -> 10x Royal Crown -> 1x Mag Up
2. | Devour Level 40+ Behemoth. Deep Sea Research Center fixed encounters can  
| help to speed this up.
3. | 10x Edea Card -> 30x Royal Crown -> 3x Mag Up

Spirit:

-----

1. | 100x Force Armlet (Buy, 1.5 Mil Gil) -> 10x Magic Armlet -> 1x Spr Up
2. | Devour Level 30+ Malboro. Only available from random encounters.

Speed:

-----

1. | 5x Irvine's card -> 15x Rocket Engine -> 3x Spd Up
2. | 100x Cactus Thorn (killing Cactuars) -> 1x Hundred Needles -> 1x Spd Up.  
| Speed this up by fighting on Cactuar Island with only Cactuars.
3. | Angelo Searching (automated) -> 2x Aegis Amulet -> 1x Spd Up

Luck:

-----

1. | 100x Curse Spike (Mug Tri-Faces) -> 1x Dark Matter -> 1x Luck-J Scroll  
| -> 1x Luck Up. Fixed encounters at the Deep Sea Research Center speed this  
| up quite alot.



|             |     |             |     |              |     |
|-------------|-----|-------------|-----|--------------|-----|
| Three Stars | 100 | Magic Stone | 100 | Vampire Fang | 100 |
| -----       |     | -----       |     | -----        |     |

Page 12:

|                |     |
|----------------|-----|
| Fury Fragment  | 100 |
| Betrayal Sword | 100 |
| Sleep Powder   | 100 |
| Life Ring      | 100 |
| Dragon Fang    | 100 |
| Spider Web     | 100 |
| Coral Fragment | 100 |
| Curse Spike    | 100 |
| Black Hole     | 100 |
| Water Crystal  | 100 |
| Missile        | 100 |
| -----          |     |

Page 13:

|                  |     |
|------------------|-----|
| Mystery Fluid    | 100 |
| Running Fire     | 100 |
| Inferno Fang     | 100 |
| Malboro Tentacle | 100 |
| Whisper          | 100 |
| Laser Cannon     | 100 |
| Barrier          | 100 |
| Power Generator  | 100 |
| Dark Matter      | 100 |
| Bomb Fragment    | 100 |
| Red Fang         | 100 |
| -----            |     |

Page 14:

|               |     |
|---------------|-----|
| Arctic Wind   | 100 |
| North Wind    | 100 |
| Dynamo Stone  | 100 |
| Shear Feather | 100 |
| Venom Fang    | 100 |
| Steel Orb     | 100 |
| Moon Stone    | 100 |
| Dino Bone     | 100 |
| Windmill      | 100 |
| Dragon Skin   | 100 |
| Fish Fin      | 100 |
| -----         |     |

Page 15:

|                   |     |
|-------------------|-----|
| Dragon Fin        | 100 |
| Silence Powder    | 100 |
| Poison Powder     | 100 |
| Dead Spirit       | 100 |
| Chef's Knife      | 100 |
| Cactus Thorn      | 100 |
| Shaman Stone      | 100 |
| Fuel              | 100 |
| Girl Next Door    | 1   |
| Sorceress' Letter | 1   |
| Chocobo's Tag     | 100 |
| -----             |     |

Page 16:

|                |     |
|----------------|-----|
| Pet Nametag*   | 2   |
| Solomon Ring** | 100 |
| Magical Lamp** | 1   |
| HP Up          | 100 |
| Str Up         | 100 |
| Vit Up         | 100 |
| Mag Up         | 100 |
| Spr Up         | 100 |
| Spd Up         | 100 |
| Luck Up        | 100 |
| LuvLuv G       | 100 |
| -----          |     |

Page 17:

|                 |     |
|-----------------|-----|
| Weapons Mon 1st | 100 |
| Weapons Mon Mar | 100 |
| Weapons Mon Apr | 100 |
| Weapons Mon May | 100 |
| Weapons Mon Jun | 100 |
| Weapons Mon Jul | 100 |
| Weapons Mon Aug | 100 |
| Combat King 001 | 100 |
| Combat King 002 | 100 |
| Combat King 003 | 100 |
| Combat King 004 | 100 |
| -----           |     |

Page 18:

|                 |     |
|-----------------|-----|
| Combat King 005 | 100 |
| Pet Pals Vol. 1 | 100 |
| Pet Pals Vol. 2 | 100 |
| Pet Pals Vol. 3 | 100 |
| Pet Pals Vol. 4 | 100 |
| Pet Pals Vol. 5 | 100 |
| Pet Pals Vol. 6 | 100 |
| Occult Fan I    | 100 |
| Occult Fan II   | 100 |
| Occult Fan III  | 1   |
| Occult Fan IV   | 1   |
| -----           |     |

\* Note:

-----  
 These items can only be gotten through the use of a Pocketstation, and belong to the very highest level of completion. You can only get 2 Pet Nametags in the game itself, and additional copies must be gotten through a Pocketstation.

\*\* Note:

-----  
 These items are used to get the GF's Doomtrain and Diablos and you will not be able to get another Magical Lamp ever again. It *is* however possible to get more Solomon Rings through the use of a Pocketstation.

Suggestions:



- o | 1x Buel (35%)
- o | 1x Buel + 1x Bomb
- o | 2x Bomb + 2x Red Bat (10%)
- o | 1x Buel
- o | + 2x Red Bat (25%)
- o | 2x Bomb
- o | + 2x Red Bat (16.7%)

=====

Dollet (During SeeD Exam):

=====

- |               |                         |                            |
|---------------|-------------------------|----------------------------|
| 1.   Beach    | 2.   Screen with Stairs | 3.   Spice Bar Street      |
| --   -----    | --   -----              | --   -----                 |
| No Encounters | No Encounters           | o   1x G-Soldier (50%)     |
|               |                         | o   1x Elite Soldier (50%) |

- |                              |                          |                  |
|------------------------------|--------------------------|------------------|
| 4.   Shining Bomber          | 5.   Nautilus Street     | 6.   Town Square |
| (with upper bridge)          | --   -----               | --   -----       |
| --   -----                   | o   1x G-Soldier (60%)   | No Encounters    |
| o   1x G-Soldier (33.3%)     | o   1x G-Soldier         |                  |
| o   1x Elite Soldier (33.3%) | + 1x Elite Soldier (25%) |                  |
| o   3x G-Soldier (33.3%)     | o   3x G-Soldier (15%)   |                  |

- |                        |                          |                          |
|------------------------|--------------------------|--------------------------|
| 7.   Bridge            | 8.   1st Mountain Stairs | 9.   2nd Mountain Stairs |
| --   -----             | --   -----               | --   -----               |
| o   1x G-Soldier (50%) | o   2x G-Soldier (30%)   | o                        |
| o   3x G-Soldier (50%) | o   1x Geezard (30%)     |                          |
|                        | o   1x G-Soldier (25%)   |                          |
|                        | o   2x Anacondaaur (15%) |                          |

=====

Deep Sea Research Center

=====

Note: After defeating Ultima Weapon, there are only 3 screens that still have  
 ===== random encounters: Screen 3 (Top Level), Screen 5 (2nd Level), and  
 Screen 7 (Steam Resupply Room).

Note: A peculiar thing about Screen 3 is that you will only get encounters if  
 ===== you come from outside (Screen 1). If you come climbing up from Screen 4  
 you will not get any encounters.

- |               |                            |                             |
|---------------|----------------------------|-----------------------------|
| 1.   Outside  | 2.   Blue Core Screen      | 3.   Top Level with hole    |
| --   -----    | (Before facing Bahamut)    | (After Core is gone)        |
| No Encounters | --   -----                 | --   -----                  |
|               | o   2x Blood Soul          | o   1x Anacondaaur          |
|               | + 1x Anacondaaur (45%)     | + Buel (35%)                |
|               | o   1x Anacondaaur (27.5%) | o   1x Anacondaaur          |
|               | o   1x Buel + 1x Bomb      | + 1x Blood Soul (30%)       |
|               | 1x Anacondaaur (27.5%)     | o   1x Blood Soul + 1x Buel |
|               |                            | + Bomb (22.5%)              |
|               |                            | o   1x Ruby Dragon          |
|               |                            | + 1x Bomb (12.5%)           |

Note: 3rd Level, 4th Level and 5th Level can be different rooms depending on how  
 ===== much steam you use. The number on the wall will be different. However, no

matter what the number on the wall is, each Level will still have the same random encounters per Level, listed below.

|                                                                                                                                                         |                                                                                                                    |                                                                                                                                                         |
|---------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| 4.   1st Level<br>--   -----<br>  No Encounters                                                                                                         | 5.   2nd Level<br>--   -----<br>o   1x Grendel + 1x Bomb (45%)<br>o   1x Bomb (35%)<br>o   1x Tri-Face (20%)       | 6.   3rd Level<br>--   -----<br>o   1x Grendel<br>  + 1x Bomb (35%)<br>o   1x Bomb (35%)<br>o   1x Grendel<br>  + 2x Bomb (25%)<br>o   1x Tri-Face (5%) |
| 7.   Steam Resupply<br>--   -----<br>o   1x Blue Dragon<br>  + 1x Bomb (40%)<br>o   2x Imp<br>  + 1x Bomb (40%)<br>o   1x Oilboyle<br>  + 1x Bomb (20%) | 8.   4th Level<br>--   -----<br>o   1x Grendel (40%)<br>o   2x Grendel (40%)<br>o   1x Torama<br>  + 2x Bomb (20%) | 9.   5th Level<br>--   -----<br>o   1x Grendel<br>  + 1x Imp (45%)<br>o   1x Grendel (30%)<br>o   1x Torama<br>  + 2x Bomb (25%)                        |

Note: Per Deep Sea Deposit screen there are 3 spots with a Fixed Encounter, but  
===== ONLY if you had Zell open the door at the Elevator Screen. Check the  
Walkthrough for more details. Leave/Re-enter a screen to re-fight the  
Fixed Encounters. Below are the Fixed \*AND\* Random Encounters per screen.  
DSD stands for Deep Sea Deposit.

Note: All below Encounters are FOREVER GONE if you defeat Ultima Weapon.  
===== If you haven't beaten Ultima Weapon but didn't open the door with Zell,  
you can still reset the place at the first panel.

Note: (F) stands for a Fixed Encounter. Enc-None doesn't protect from these.  
===== You can NOT escape from Fixed Encounters!

|                                                                                                                                                                           |                                                                                                                                                                 |                                                                                                                                                          |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
| 10.   Elevator Screen<br>---   -----<br>  No Encounters                                                                                                                   | 11.   1st DSD Screen<br>---   -----<br>(F)   1x Tri-Face<br>  No Random Encounters                                                                              | 12.   2nd DSD Screen<br>---   -----<br>(F)   1x Grendel + 1x Imp<br>o   1x Tri-Face (40%)<br>o   1x Grendel<br>  + 1x Imp (40%)<br>o   1x Behemoth (20%) |
| 13.   3rd DSD Screen<br>---   -----<br>(F)   1x Behemoth<br>o   1x Ruby Dragon (25%)<br>o   1x Tri-Face (25%)<br>o   2x Iron Giant (25%)<br>o   1x Grendel + 1x Imp (25%) | 14.   4th DSD Screen<br>---   -----<br>(F)   1x Ruby Dragon<br>o   1x Tri-Face (35%)<br>o   2x Iron Giant (35%)<br>o   1x Behemoth (25%)<br>o   1x Elnoyle (5%) | 15.   5th DSD Screen<br>---   -----<br>(F)   2x Iron Giant<br>o   2x Iron Giant (45%)<br>o   1x Grendel<br>  + 1x Imp (45%)<br>o   1x Elnoyle (10%)      |
| 16.   Bottom Screen<br>---   -----<br>(B)   Ultima Weapon<br>  No Random Encounters                                                                                       |                                                                                                                                                                 |                                                                                                                                                          |

=====

Ultimécia's Castle

=====

Note: 1. Main Hall includes the upper left and upper right parts. This is still in the Main Hall, and the encounter rates are the same.

|                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                    |                                                                                                                                                                                                 |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1.  Main Hall<br>-- -----<br>o  1x Mesmerize<br> + 1x Belhelmel (35%)<br>o  1x Blobra (30%)<br>o  2x Blobra<br> + 1x Buel (20%)<br>o  2x Anacondaaur (15%)                                                                 | 2.  Main Hall<br> (Sphinxaur Screen)<br>-- -----<br>o  1x Cockatrice<br> + 1x Caterchipillar (40%)<br>o  1x Geezard<br> + 1x Fastitocalon<br> + 1x Cockatrice (25%)<br>o  1x Caterchipillar (27.5%)<br>o  1x Snow Lion<br> + 1x Glacial Eye (7.5%) | 3.  Passageway<br> (Lower left from<br>  Main Hall)<br>-- -----<br>o  2x Grand Mantis (30%)<br>o  1x Ruby Dragon (27.5%)<br>o  1x Abyss Worm (27.5%)<br>o  2x Wendigo (15%)                     |
| 4.  Grand Hall<br> (Chandelier Room -<br>  Lower Part)<br>-- -----<br>o  1x Grat (35%)<br>o  1x Fastitocalon<br> + 2x Fastitocalon-F (35%)<br>o  1x Geezard<br> + 1x Grat (22.5%)<br>o  1x Hexadragon<br> + 1x Bomb (7.5%) | 5.  Wine Cellar<br>-- -----<br>o  1x Funguar (40%)<br>o  4x Red Bat (35%)<br>o  1x Blitz<br> + 2x Funguar (17.5%)<br>o  1x Malboro (7.5%)                                                                                                          | 6.  Stairway Hall<br> (Upper left from the<br>  Main Hall)<br>-- -----<br>o  1x Caterchipillar<br> + 1x Jelleye (37.5%)<br>o  1x Wendigo (37.5%)<br>o  1x Ochu (17.5%)<br>o  1x Tri-Face (7.5%) |
| 7.  Passageway<br> (North from 6.)<br>-- -----<br>o  2x Blobra<br>o  1x Behemoth<br>o  1x Oilboyle<br>o  1x Turtapod<br> + 1x Armadodo                                                                                     | 8.  Treasure Room<br> (Box Puzzle Room)<br>-- -----<br>o  1x Abyss Worm<br>o  1x Vysage<br> + 2x Turtapod<br>o  2x Turtapod<br>o  1x Blue Dragon                                                                                                   | 9.  Elevator Hall<br>-- -----<br>o  1x Vysage + 1x Lefty<br> + 1x Righty<br>o  1x Chimera<br>o  1x Cactuar<br>o  1x Abyss Worm<br> + 1x Creeps                                                  |
| 10.  Grand Hall<br> (Chandelier Room -<br>  Upper Part)<br>--- -----<br> No Encounters                                                                                                                                     | 11.  Balcony<br> (Krysta Screen)<br>--- -----<br>o  1x Jelleye<br> + 1x Blood Soul<br>o  1x Thrustaervis<br>o  1x Thrustaervis<br> + 2x Jelleye                                                                                                    | 12.  Stairway Hall (With Bell -<br> Right from Main Hall)<br>--- -----<br>o  1x Forbidden<br> + 2x Blood Soul<br>o  1x Gayla + 2x Red Bat<br>o  1x Wendigo + 2x Creeps<br>(?) 1x Grendel        |

Note: From the Art Gallery stairs you can go left or right. Both these parts of the catwalk are considered the same screen with the same encounter rates.



|                                                                                                                                                                                           |                                                                                                                                                                                       |                                                                                                                                                                                 |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 13.   Art Gallery<br>  (Main Screen)<br>--- -----<br>o   1x Buel<br>  + 2x Mesmerize<br>o   1x Belhelmel<br>o   1x Cactuar<br>  + 2x Blood Soul<br>o   1x Grat<br>  + 1x Armadodo         | 14.   Art Gallery<br>  (Stairs Screen)<br>--- -----<br>o   1x Blue Dragon<br>o   1x Glacial Eye<br>o   1x Behemoth<br>o   2x Cactuar<br>  + 1x Bomb<br>o   1x Ochu                    | 15.   Art Gallery<br>  (Catwalk Screens)<br>--- -----<br>o   1x T-Rexaur<br>o   1x Death Claw<br>  + 1x Anacondaaur<br>o   2x Belhelmel<br>o   2x Glacial Eye<br>  + 1x Grendel |
| 16.   Stairway Hall<br>  (North of Art Gallery)<br>--- -----<br>o   1x Grand Mantis<br>  + 1x Thrustaervis<br>o   1x Bomb<br>o   1x Iron Giant<br>o   1x Thrustaervis                     | 17.   Passageway<br>  (West from 16.)<br>--- -----<br>o   1x Tonberry<br>o   1x Creeps<br>o   1x Grand Mantis<br>  + 1x Cockatrice<br>o   1x Torama<br>  + 2x Jelleye                 | 18.   Storage Room<br>  (Left of Elevator Hall)<br>--- -----<br>o   1x Geezard<br>o   1x Geezard<br>  + 1x Grendel<br>o   1x Hexadragon<br>o   1x Oilboyle<br>  + 1x Gayla      |
| 19.   Flood Gate<br>--- -----<br>  No Encounters                                                                                                                                          | 20.   Armory (Right<br>  from Flood Gate)<br>--- -----<br>o   2x Raldo<br>  + 1x Mesmerize<br>o   1x Funguar + 1x Raldo<br>  + 1x Turtapod                                            | 21.   Prison Cell<br>--- -----<br>o   1x Elnoyle<br>o   2x Red Bat<br>o   4x Red Bat<br>o   1x Caterchipillar<br>  + 1x Cockatrice                                              |
| 22.   Fountain Square<br>--- -----<br>o   2x Raldo (30%)<br>o   1x Adamantoise<br>  + 1x Torama (27.5%)<br>o   1x Lefty + 1x Righty<br>  + 1x Abyss Worm (25%)<br>o   1x T-Rexaur (17.5%) | 23.   Passageway (leads<br>  to the Waterway)<br>--- -----<br>o   1x Gayla<br>o   1x Blitz<br>  + 1x Wendigo<br>o   1x Forbidden<br>  + 1x Adamantoise                                | 24.   Waterway (Left part)<br>--- -----<br>o   3x Fastitocalon-F<br>o   2x Fastitocalon-F<br>  + 1x Chimera<br>o   1x Granaldo<br>  + 2x Bite Bug<br>o   2x Tri-Face            |
| 25.   Waterway (Right part)<br>--- -----<br>o   1x Grand Mantis<br>o   1x Fastitocalon<br>o   1x Anacondaaur<br>  + 1x Snow Lion<br>o   1x Caterchipillar<br>  + 1x Gayla                 | 26.   Chapel<br>--- -----<br>o   2x Mesmerize (32.5%)<br>o   1x Grendel<br>  + 1x Jelleye (27.5%)<br>o   1x Elnoyle (22.5%)<br>o   1x Lefty + 1x Righty<br>  + 1x Blue Dragon (17.5%) | 27.   Organ Screen<br>--- -----<br>  No Encounters                                                                                                                              |
| 28.   Bridge to Clocktower<br>--- -----<br>  No Encounters                                                                                                                                | 29.   Clock Tower (Lower)<br>--- -----<br>o   1x Belhelmel<br>o   1x Blood Soul<br>  + 1x Belhelmel<br>o   1x Armadodo<br>  + 1x Blitz<br>o   1x Iron Giant                           | 30.   Clock Tower (Middle)<br>--- -----                                                                                                                                         |

[illegible]

## Balamb Continent:

=====

|                                         |                                   |                                           |
|-----------------------------------------|-----------------------------------|-------------------------------------------|
| 1.   Alcauld Plains<br>  (Green Plains) | 2.   Alcauld Plains<br>  (Forest) | 3.   Alcauld Plains<br>  (Near Mountains) |
| --   -----                              | --   -----                        | --   -----                                |
| o   1x Bite Bug (40%)                   | o   1x Caterchipillar (60%)       | o   1x Glacial Eye (80%)                  |
| o   2x Bite Bug (30%)                   | o   1x Caterchipillar             | o   2x Glacial Eye (20%)                  |
| o   1x Glacial Eye (20%)                | + 2x Bite Bug (30%)               |                                           |
| o   3x Bite Bug (10%)                   | o   1x T-Rexaur (10%)             |                                           |

```
4. | Alcauld Plains (Beach)
-- | -----
o  | 2x Fastitocalon-F (100%)
```

[illegible]

This short section briefly summarizes how the level of your enemy is calculated. There are a few exceptions, which are also listed here.

Enemy Level = Average Party Level +20%  
or = Average Party Level -20%

The Enemy Level is thus the average level of your party (if you have three party members at 9, 10, and 11 then the average level is 10), and it's either 20% (which is  $1/5$ ) above the average level, or 20% below the average level. In the example of level 10, the enemy level can be either Level 8, or Level 12.

Boss enemies, with the exception of the very first time you fight Raijin, have a maximum level they can reach. When reached, their level can not increase. This maximum level is listed in the enemy list behind their name.

There are a few places where enemies have fixed levels, or where their levels are calculated slightly different:

|                                     |                                             |
|-------------------------------------|---------------------------------------------|
| Fire Cavern:                        | All enemy levels are 5                      |
| Lunatic Pandora (with Squall):      | All enemy levels are 1                      |
| Island Closest to Heaven:           | All enemy levels are 100                    |
| Island Closest to Hell:             | All enemy levels are 100                    |
| Omega WEAPON (Playstation Version): | Level 100                                   |
| Deep Sea Research Center:           | Normal calculation, see above [+ 15 Levels] |
| Ultimécia Castle:                   | Completely Random Levels                    |

So in the Deep Sea Research Center, enemies are again at 20% above or below the average party level, but there are +15 levels added to this.

You can increase or decrease the enemy's level by using the GF Tonberry's

```
Oo*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-Oo
||                                     {ENM-3} Enemy Encyclopedia                                     ||
Oo*-=-*-=-*-=-*-=-*=Oo--*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-=Oo-Oo*-=-*-=-*-=-*-=-*-=-*-=-Oo
    ||{ENM-3.1} Enemy Legend & Devour Taste||
      Oo--*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-=Oo
```

- The following all do: Recover Max HP, Heal bad statuses, and boost a stat.

- o All systems go! Max HP +10 (Lvl 45+ Ruby Dragon)
  - o Gained strength Strength +1 (Lvl 30+ T-Rexaur)
  - o Feel healthier Vitality +1 (Lvl 30+ Adamantoise)
  - o Clear head! Magic +1 (Lvl 40+ Behemoth)
  - o Increased morale Spirit +1 (Lvl 30+ Malboro)
  - o Light on my feet! Speed +1 (Lvl 30+ PuPu)
- o Then the Steal List. The x% that is listed after STEAL LIST is the chance that you Mug something from the enemy in the first place. In the table below are the chances of getting each item.
- o When Carding an Enemy into a Card:  
Getting a Common Card: 15/16th Chance.  
Getting a Rare Card: 1/16th Chance.
- o Drops List: Works the same as the Steal List. The first x% is the chance that ANYTHING is dropped in the first place. In the table below is shown if something is dropped, and what the odds are of those drops.
- o Note: For both Stolen and Dropped Items,  
Rare Item alters your chances like this:  
=====
- |                        |          |          |         |         |
|------------------------|----------|----------|---------|---------|
| Normal chances are:    | 178/256, | 51/256,  | 15/256, | 12/256. |
| Rare Item chances are: | 128/256, | 114/256, | 14/256, | 0/256.  |
- =====
- o Card Drop: What Card the Enemy can drop. There are no Rare Cards. The chance that a Card is dropped by a regular Enemy is always 1/16th. Some bosses drop Cards with a 100% drop rate.
- o Scan Info is Self-Explanatory.
- o Location. Currently only one Location is listed, this may expand.
- o Attacks of the enemy. Will list if it's Physical or Magical, 1 or All Targets, if it's Elemental, if it can inflict Statuses, if it's Critical or always hits and any other important information regarding the attacks.

|                                                                                                                                               |                 |                                                  |                  |          |                       |         |                 |
|-----------------------------------------------------------------------------------------------------------------------------------------------|-----------------|--------------------------------------------------|------------------|----------|-----------------------|---------|-----------------|
| [2x]                                                                                                                                          | [ ]             | [ ]                                              | [ ]              | [ ]      | [ ]                   | [ ]     | [2x]            |
| Death                                                                                                                                         | Poison          | Petrify                                          | Darkness         | Silence  | Berserk               | Zombie  | Sleep           |
| ---                                                                                                                                           | ---             | ---                                              | 40%              | ---      | ---                   | ---     | ---             |
| Slow                                                                                                                                          | Stop            | Reflect                                          | Doom             | Slow Pet | Float                 | Confuse | Drain           |
| ---                                                                                                                                           | ---             | ---                                              | ---              | ---      | ---                   | ---     | ---             |
| Vit0: Yes   Blow Away: No   Gravity: No   LV Up/Down: No   The End: No!                                                                       |                 |                                                  |                  |          |                       |         |                 |
| DRAW: Lvl 1-19: Cure, Esuna, Dispel                                                                                                           |                 |                                                  |                  |          | DEVOUR: Cannot Devour |         |                 |
| Lvl 20-29: Cura, Esuna, Dispel                                                                                                                |                 |                                                  |                  |          |                       |         |                 |
| Lvl 30-34: Curaga, Esuna, Dispel, Flare                                                                                                       |                 |                                                  |                  |          |                       |         |                 |
| STEAL LIST: 12.5%                                                                                                                             |                 |                                                  | Card Common: --- |          | Card Rare: ---        |         |                 |
| Lvl:                                                                                                                                          | ~69.5% chance:  |                                                  | ~20% chance:     |          | ~5.8% chance:         |         | ~4.7% chance:   |
| 1-19                                                                                                                                          | 1x Power Wrist  |                                                  | 1x Power Wrist   |          | 1x Power Wrist        |         | 1x Power Wrist  |
| 20-29                                                                                                                                         | 1x Power Wrist  |                                                  | 1x Power Wrist   |          | 1x Power Wrist        |         | 1x Power Wrist  |
| 30-34                                                                                                                                         | 1x Power Wrist  |                                                  | 1x Power Wrist   |          | 1x Power Wrist        |         | 1x Power Wrist  |
| DROPS LIST: 100%                                                                                                                              |                 |                                                  | Card Drop: ---   |          |                       |         |                 |
| Lvl:                                                                                                                                          | ~69.5% chance:  |                                                  | ~20% chance:     |          | ~5.8% chance:         |         | ~4.7% chance:   |
| 1-19                                                                                                                                          | 10x Flare Stone |                                                  | 10x Flare Stone  |          | 10x Flare Stone       |         | 10x Flare Stone |
| 20-29                                                                                                                                         | 10x Flare Stone |                                                  | 10x Flare Stone  |          | 10x Flare Stone       |         | 10x Flare Stone |
| 30-34                                                                                                                                         | 10x Flare Stone |                                                  | 10x Flare Stone  |          | 10x Flare Stone       |         | 10x Flare Stone |
| Scan Info: A monster born of ancient bones deep in Great Salt Lake. It's assumed that it came to life after the Great Salt Lake has dried up. |                 |                                                  |                  |          |                       |         |                 |
| Location(s): 1. Esthar, end of Salt Lake.                                                                                                     |                 |                                                  |                  |          |                       |         |                 |
| Attacks: {Double Strike} [Physical Attack, 1 Target, 100% Critical]                                                                           |                 |                                                  |                  |          |                       |         |                 |
| {Lick}                                                                                                                                        |                 | [Physical Attack, 1 Target, Inflicts Curse]      |                  |          |                       |         |                 |
| {Stand Up}                                                                                                                                    |                 | [Form Change, Vit + Spr boosted]                 |                  |          |                       |         |                 |
| {Sit Down}                                                                                                                                    |                 | [Form Change, Vit + Spr back to normal]          |                  |          |                       |         |                 |
| Dispel                                                                                                                                        |                 | [Change Status, 1 Target, Removes good statuses] |                  |          |                       |         |                 |
| Esuna                                                                                                                                         |                 | [Change Status, 1 Ally, Removes bad statuses]    |                  |          |                       |         |                 |
| Silence                                                                                                                                       |                 | [Change Status, 1 Target, Inflicts Silence]      |                  |          |                       |         |                 |
| Blind                                                                                                                                         |                 | [Change Status, 1 Target, Inflicts Blind]        |                  |          |                       |         |                 |
| Confuse                                                                                                                                       |                 | [Change Status, 1 Target, Inflicts Confuse]      |                  |          |                       |         |                 |

|                    |       |                     |           |        |         |                |          |
|--------------------|-------|---------------------|-----------|--------|---------|----------------|----------|
| Name: Abyss Worm   |       |                     |           |        |         |                |          |
| Level Range: 1-100 |       | HP Range: 210-26000 |           |        | AP: 6   | EXP: 100 (+10) |          |
| Level:             | HP:   | Strength:           | Vitality: | Magic: | Spirit: | Speed:         | Evasion: |
| 1                  | 210   | 11                  | 2         | 3      | 8       | 3              | 0        |
| 10                 | 2150  | 24                  | 7         | 9      | 9       | 4              | 0        |
| 20                 | 4400  | 38                  | 13        | 15     | 10      | 6              | 1        |
| 30                 | 6750  | 52                  | 19        | 21     | 11      | 7              | 1        |
| 40                 | 9200  | 66                  | 26        | 27     | 13      | 8              | 2        |
| 50                 | 11750 | 80                  | 32        | 33     | 14      | 9              | 2        |
| 60                 | 14400 | 93                  | 38        | 38     | 15      | 11             | 3        |
| 70                 | 17150 | 107                 | 44        | 44     | 16      | 12             | 3        |
| 80                 | 20000 | 120                 | 51        | 49     | 18      | 13             | 3        |
| 90                 | 22950 | 132                 | 57        | 54     | 19      | 14             | 4        |

|                                                                                                                            |                  |                                                                                                                                            |               |               |                      |         |       |
|----------------------------------------------------------------------------------------------------------------------------|------------------|--------------------------------------------------------------------------------------------------------------------------------------------|---------------|---------------|----------------------|---------|-------|
| 100                                                                                                                        | 26000            | 145                                                                                                                                        | 63            | 59            | 20                   | 16      | 4     |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                            |                  |                                                                                                                                            |               |               |                      |         |       |
| Fire:                                                                                                                      | Ice:             | Lightning:                                                                                                                                 | Earth:        | Poison:       | Wind:                | Water:  | Holy: |
| [2x]                                                                                                                       | [ ]              | [ ]                                                                                                                                        | [Imm]         | [ ]           | [ ]                  | [2.2x]  | [ ]   |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                            |                  |                                                                                                                                            |               |               |                      |         |       |
| Death                                                                                                                      | Poison           | Petrify                                                                                                                                    | Darkness      | Silence       | Berserk              | Zombie  | Sleep |
| 70%                                                                                                                        | 80%              | 70%                                                                                                                                        | 80%           | 80%           | ---                  | ---     | 80%   |
| -----                                                                                                                      |                  |                                                                                                                                            |               |               |                      |         |       |
| Slow                                                                                                                       | Stop             | Reflect                                                                                                                                    | Doom          | Slow Pet      | Float                | Confuse | Drain |
| ---                                                                                                                        | ---              | 100%                                                                                                                                       | 80%           | 70%           | ---                  | ---     | 100%  |
| -----                                                                                                                      |                  |                                                                                                                                            |               |               |                      |         |       |
| Vit0: Yes   Blow Away: Yes   Gravity: Yes   LV Up/Down: Yes   The End: Yes                                                 |                  |                                                                                                                                            |               |               |                      |         |       |
| =====                                                                                                                      |                  |                                                                                                                                            |               |               |                      |         |       |
| DRAW: Lvl 1-19: Aero                                                                                                       |                  |                                                                                                                                            |               |               | DEVOUR: Delicious!!! |         |       |
| Lvl 20-29: Aero                                                                                                            |                  |                                                                                                                                            |               |               | Delicious!!!         |         |       |
| Lvl 30+: Aero, Tornado, Quake                                                                                              |                  |                                                                                                                                            |               |               | Delicious!!!         |         |       |
| =====                                                                                                                      |                  |                                                                                                                                            |               |               |                      |         |       |
| STEAL LIST: 25%                                                                                                            |                  | Card Common: Abyss Worm                                                                                                                    |               |               | Card Rare: Abadon    |         |       |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                            |                  |                                                                                                                                            |               |               |                      |         |       |
| Lvl:                                                                                                                       | ~69.5% chance:   | ~20% chance:                                                                                                                               | ~5.8% chance: | ~4.7% chance: |                      |         |       |
| 1-19                                                                                                                       | 3x Magic Stone   | 1x Windmill                                                                                                                                | 1x Windmill   | 1x Windmill   | 1x Windmill          |         |       |
| 20-29                                                                                                                      | 2x Windmill      | 2x Windmill                                                                                                                                | 2x Windmill   | 2x Windmill   | 2x Windmill          |         |       |
| 30+                                                                                                                        | 2x Windmill      | 2x Windmill                                                                                                                                | 2x Windmill   | 2x Windmill   | 2x Windmill          |         |       |
| =====                                                                                                                      |                  |                                                                                                                                            |               |               |                      |         |       |
| DROPS LIST: 100%                                                                                                           |                  | Card Drop: Abyss Worm                                                                                                                      |               |               |                      |         |       |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                            |                  |                                                                                                                                            |               |               |                      |         |       |
| Lvl:                                                                                                                       | ~69.5% chance:   | ~20% chance:                                                                                                                               | ~5.8% chance: | ~4.7% chance: |                      |         |       |
| 1-19                                                                                                                       | 6x M-Stone Piece | 3x Magic Stone                                                                                                                             | 1x Windmill   | 1x Windmill   | 1x Windmill          |         |       |
| 20-29                                                                                                                      | 6x Magic Stone   | 4x Wizard Stone                                                                                                                            | 2x Windmill   | 2x Windmill   | 2x Windmill          |         |       |
| 30+                                                                                                                        | 2x Windmill      | 1x Windmill                                                                                                                                | 3x Windmill   | 4x Windmill   | 4x Windmill          |         |       |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                            |                  |                                                                                                                                            |               |               |                      |         |       |
| Scan Info: A head protruding from the earth. Only a part of the body is exposed. Uses Earthquake when attacked by enemies. |                  |                                                                                                                                            |               |               |                      |         |       |
| =====                                                                                                                      |                  |                                                                                                                                            |               |               |                      |         |       |
| Location(s): 1. Worldmap: Kashkabald Desert.                                                                               |                  |                                                                                                                                            |               |               |                      |         |       |
| =====                                                                                                                      |                  |                                                                                                                                            |               |               |                      |         |       |
| Attacks: Protect                                                                                                           |                  | [Change Status, 1 Ally, Inflicts Protect]                                                                                                  |               |               |                      |         |       |
| ----- Reflect                                                                                                              |                  | [Change Status, 1 Ally, Inflicts Reflect]                                                                                                  |               |               |                      |         |       |
| Sandshake                                                                                                                  |                  | [Physical Attack, All Targets, Earth Elemental, Counterattack VS Physical Attacks, Can be used immediately after casting Protect or Shell] |               |               |                      |         |       |
| {Lift Head}                                                                                                                |                  | [Form Change, Used after being attacked 4 times, Can no longer use Protect, Reflect, Sandshake, Will now use {Head Swing}, Aero, Saliva]   |               |               |                      |         |       |
| {Head Swing}                                                                                                               |                  | [Physical Attack, All Targets]                                                                                                             |               |               |                      |         |       |
| Aero                                                                                                                       |                  | [Magical Attack, 1 Target, Wind Elemental]                                                                                                 |               |               |                      |         |       |
| Saliva                                                                                                                     |                  | [Magical Attack, 1 Target, Inflicts Curse]                                                                                                 |               |               |                      |         |       |
| =====                                                                                                                      |                  |                                                                                                                                            |               |               |                      |         |       |

|                    |        |                     |           |        |               |        |          |
|--------------------|--------|---------------------|-----------|--------|---------------|--------|----------|
| .=====.            |        |                     |           |        |               |        |          |
| Name: Adamantoise  |        |                     |           |        |               |        |          |
| =====o=====        |        |                     |           |        |               |        |          |
| Level Range: 1-100 |        | HP Range: 573-42500 |           | AP: 4  | EXP: 50 (+10) |        |          |
| =====o=====        | o===== | o=====              | o=====    | o===== | o=====        | o===== | o=====   |
| Level:             | HP:    | Strength:           | Vitality: | Magic: | Spirit:       | Speed: | Evasion: |
| 1                  | 573    | 13                  | 210       | 2      | 151           | 3      | 3        |
| 10                 | 1550   | 27                  | 210       | 10     | 155           | 4      | 3        |
| 20                 | 3300   | 42                  | 210       | 17     | 160           | 4      | 3        |
| 30                 | 5750   | 56                  | 210       | 25     | 166           | 5      | 3        |
| 40                 | 8900   | 70                  | 210       | 32     | 171           | 6      | 3        |

|                                                                                                                     |                 |                                                 |               |          |                      |         |       |
|---------------------------------------------------------------------------------------------------------------------|-----------------|-------------------------------------------------|---------------|----------|----------------------|---------|-------|
| 50                                                                                                                  | 12750           | 85                                              | 210           | 39       | 176                  | 7       | 3     |
| 60                                                                                                                  | 17300           | 99                                              | 210           | 46       | 182                  | 7       | 3     |
| 70                                                                                                                  | 22550           | 113                                             | 210           | 52       | 187                  | 8       | 3     |
| 80                                                                                                                  | 28500           | 127                                             | 210           | 59       | 192                  | 9       | 3     |
| 90                                                                                                                  | 35150           | 141                                             | 210           | 65       | 198                  | 9       | 3     |
| 100                                                                                                                 | 42500           | 155                                             | 210           | 70       | 203                  | 10      | 3     |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                     |                 |                                                 |               |          |                      |         |       |
| Fire:                                                                                                               | Ice:            | Lightning:                                      | Earth:        | Poison:  | Wind:                | Water:  | Holy: |
| [ ]                                                                                                                 | [ ]             | [2x]                                            | [2x]          | [ ]      | [ ]                  | [ ]     | [ ]   |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                     |                 |                                                 |               |          |                      |         |       |
| Death                                                                                                               | Poison          | Petrify                                         | Darkness      | Silence  | Berserk              | Zombie  | Sleep |
| ---                                                                                                                 | ---             | ---                                             | 80%           | ---      | 60%                  | ---     | ---   |
| -----                                                                                                               | -----           | -----                                           | -----         | -----    | -----                | -----   | ----- |
| Slow                                                                                                                | Stop            | Reflect                                         | Doom          | Slow Pet | Float                | Confuse | Drain |
| 90%                                                                                                                 | ---             | 100%                                            | ---           | ---      | ---                  | 60%     | 100%  |
| -----                                                                                                               |                 |                                                 |               |          |                      |         |       |
| Vit0: Yes   Blow Away: Yes   Gravity: Yes   LV Up/Down: Yes   The End: Yes                                          |                 |                                                 |               |          |                      |         |       |
| =====                                                                                                               |                 |                                                 |               |          |                      |         |       |
| DRAW: Lvl 1-19: Blizzard                                                                                            |                 |                                                 |               |          | DEVOUR: Refreshing!  |         |       |
| Lvl 20-29: Blizzara, Shell, Protect                                                                                 |                 |                                                 |               |          | Refreshing!          |         |       |
| Lvl 30+: Blizzaga, Shell, Protect, Reflect                                                                          |                 |                                                 |               |          | Feel healthier       |         |       |
| =====                                                                                                               |                 |                                                 |               |          |                      |         |       |
| STEAL LIST: 12.5%                                                                                                   |                 | Card Common: Adamantoise                        |               |          | Card Rare: Sphinxara |         |       |
| =====o=====                                                                                                         |                 | =====o=====o=====o=====o=====o=====o=====o===== |               |          |                      |         |       |
| Lvl:                                                                                                                | ~69.5% chance:  | ~20% chance:                                    | ~5.8% chance: |          | ~4.7% chance:        |         |       |
| 1-19                                                                                                                | 1x Whisper      | 1x Whisper                                      | 1x Whisper    |          | 1x Whisper           |         |       |
| 20-29                                                                                                               | 1x Whisper      | 1x Whisper                                      | 2x Whisper    |          | 2x Whisper           |         |       |
| 30+                                                                                                                 | 3x Orihalcon    | 3x Whisper                                      | 4x Whisper    |          | 4x Whisper           |         |       |
| =====                                                                                                               |                 |                                                 |               |          |                      |         |       |
| DROPS LIST: 75%                                                                                                     |                 | Card Drop: Adamantoise                          |               |          |                      |         |       |
| =====o=====                                                                                                         |                 | =====o=====o=====o=====o=====o=====o=====o===== |               |          |                      |         |       |
| Lvl:                                                                                                                | ~69.5% chance:  | ~20% chance:                                    | ~5.8% chance: |          | ~4.7% chance:        |         |       |
| 1-19                                                                                                                | 1x Turtle Shell | 2x Turtle Shell                                 | 1x Whisper    |          | 1x Orihalcon         |         |       |
| 20-29                                                                                                               | 2x Turtle Shell | 1x Orihalcon                                    | 1x Orihalcon  |          | 1x Adamantine        |         |       |
| 30+                                                                                                                 | 1x Adamantine   | 1x Adamantine                                   | 1x Adamantine |          | 1x Adamantine        |         |       |
| =====o=====                                                                                                         |                 | =====o=====o=====o=====o=====o=====o=====o===== |               |          |                      |         |       |
| Scan Info: Its high defense capability makes it difficult to defeat. Owns rare items that make it worth the effort. |                 |                                                 |               |          |                      |         |       |
| =====                                                                                                               |                 |                                                 |               |          |                      |         |       |
| Location(s): 1. Worldmap: Hasberry Beach (near Dollet)                                                              |                 |                                                 |               |          |                      |         |       |
| =====                                                                                                               |                 |                                                 |               |          |                      |         |       |
| Attacks: {Slap} [Physical Attack, 1 Target, 100% Critical Damage]                                                   |                 |                                                 |               |          |                      |         |       |
| ----- {Bite} [Physical Attack, 1 Target]                                                                            |                 |                                                 |               |          |                      |         |       |
| Shell [Change Status, 1 Ally, Inflicts Shell]                                                                       |                 |                                                 |               |          |                      |         |       |
| Protect [Change Status, 1 Ally, Inflicts Protect]                                                                   |                 |                                                 |               |          |                      |         |       |
| Reflect [Change Status, 1 Ally, Inflicts Reflect]                                                                   |                 |                                                 |               |          |                      |         |       |
| White Wind [Blue Magic, All Allies,                                                                                 |                 |                                                 |               |          |                      |         |       |
| Restores with power: (Caster's Max HP - Current HP)]                                                                |                 |                                                 |               |          |                      |         |       |
| Sand Storm [Physical Attack, All Targets, Inflicts Darkness]                                                        |                 |                                                 |               |          |                      |         |       |
| =====                                                                                                               |                 |                                                 |               |          |                      |         |       |

|                                                 |       |                      |           |        |         |        |          |           |  |
|-------------------------------------------------|-------|----------------------|-----------|--------|---------|--------|----------|-----------|--|
| .=====.                                         |       |                      |           |        |         |        |          | .-----.   |  |
| Name: Adel                                      |       |                      |           |        |         |        |          | {BOSS-42} |  |
| =====o=====o=====o=====o=====o=====o=====o===== |       |                      |           |        |         |        |          |           |  |
| Level Range: 1-46                               |       | HP Range: 6000-15000 |           |        | AP: 0   |        | EXP: 0   |           |  |
| =====o=====o=====o=====o=====o=====o=====o===== |       |                      |           |        |         |        |          |           |  |
| Level:                                          | HP:   | Strength:            | Vitality: | Magic: | Spirit: | Speed: | Evasion: |           |  |
| 1                                               | 6000  | 46                   | 32        | 59     | 42      | 35     | 0        |           |  |
| 10                                              | 15000 | 64                   | 47        | 78     | 61      | 40     | 1        |           |  |
| 20                                              | 25000 | 83                   | 65        | 98     | 82      | 44     | 1        |           |  |

|                                                                                                                  |                  |                                                   |                  |               |                       |                |                  |
|------------------------------------------------------------------------------------------------------------------|------------------|---------------------------------------------------|------------------|---------------|-----------------------|----------------|------------------|
| 30                                                                                                               | 35000            | 101                                               | 82               | 118           | 103                   | 49             | 2                |
| 40                                                                                                               | 45000            | 120                                               | 100              | 137           | 124                   | 53             | 2                |
| 46                                                                                                               | 51000            | 131                                               | 110              | 148           | 136                   | 56             | 2                |
| =====O=====O=====O=====O=====O=====O=====O=====                                                                  |                  |                                                   |                  |               |                       |                |                  |
| Fire:                                                                                                            | Ice:             | Lightning:                                        | Earth:           | Poison:       | Wind:                 | Water:         | Holy:            |
| [ ]                                                                                                              | [ ]              | [ ]                                               | [ ]              | [ ]           | [1.5x]                | [ ]            | [-1x]            |
| =====O=====O=====O=====O=====O=====O=====O=====                                                                  |                  |                                                   |                  |               |                       |                |                  |
| Death                                                                                                            | Poison           | Petrify                                           | Darkness         | Silence       | Berserk               | Zombie         | Sleep            |
| ---                                                                                                              | ---              | ---                                               | ---              | ---           | ---                   | ---            | ---              |
| -----                                                                                                            | -----            | -----                                             | -----            | -----         | -----                 | -----          | -----            |
| Slow                                                                                                             | Stop             | Reflect                                           | Doom             | Slow Pet      | Float                 | Confuse        | Drain            |
| ---                                                                                                              | ---              | 100%                                              | ---              | ---           | ---                   | ---            | ---              |
| -----'-----'-----'-----'-----'-----'-----'-----                                                                  |                  |                                                   |                  |               |                       |                |                  |
| Vit0: Yes                                                                                                        |                  | Blow Away: No                                     |                  | Gravity: No   |                       | LV Up/Down: No |                  |
|                                                                                                                  |                  |                                                   |                  |               |                       | The End: Yes   |                  |
| =====                                                                                                            |                  |                                                   |                  |               |                       |                |                  |
| DRAW: Lvl 1-19: Fire, Thunder, Blizzard                                                                          |                  |                                                   |                  |               | DEVOUR: Cannot Devour |                |                  |
| Lvl 20-29: Fira, Thundara, Blizzara                                                                              |                  |                                                   |                  |               |                       |                |                  |
| Lvl 30+: Firaga, Thundaga, Blizzaga                                                                              |                  |                                                   |                  |               |                       |                |                  |
| =====                                                                                                            |                  |                                                   |                  |               |                       |                |                  |
| STEAL LIST: 6.25%                                                                                                |                  | Card Common: ---                                  |                  |               | Card Rare: ---        |                |                  |
| =====O=====O=====O=====O=====O=====O=====O=====                                                                  |                  |                                                   |                  |               |                       |                |                  |
| Lvl:  ~69.5% chance:                                                                                             |                  | ~20% chance:                                      |                  | ~5.8% chance: |                       | ~4.7% chance:  |                  |
| 1-19                                                                                                             | 1x Samantha Soul | 1-19                                              | 1x Samantha Soul | 1-19          | 1x Samantha Soul      | 1-19           | 1x Samantha Soul |
| 20-29                                                                                                            | 1x Samantha Soul | 20-29                                             | 1x Samantha Soul | 20-29         | 1x Samantha Soul      | 20-29          | 1x Samantha Soul |
| 30+                                                                                                              | 1x Samantha Soul | 30+                                               | 1x Samantha Soul | 30+           | 1x Samantha Soul      | 30+            | 1x Samantha Soul |
| =====                                                                                                            |                  |                                                   |                  |               |                       |                |                  |
| DROPS LIST: ---                                                                                                  |                  | Card Drop: ---                                    |                  |               |                       |                |                  |
| =====O=====O=====O=====O=====O=====O=====O=====                                                                  |                  |                                                   |                  |               |                       |                |                  |
| Scan Info: Esthar's ruler before Laguna and company confined her. Released by Ultimecia, and regaining strength. |                  |                                                   |                  |               |                       |                |                  |
| =====                                                                                                            |                  |                                                   |                  |               |                       |                |                  |
| Location(s): 1. Lunatic Pandora (Disc 4).                                                                        |                  |                                                   |                  |               |                       |                |                  |
| =====                                                                                                            |                  |                                                   |                  |               |                       |                |                  |
| Attacks: {Drain}                                                                                                 |                  | [Drain HP from Rinoa, used before Adel's turn]    |                  |               |                       |                |                  |
| -----                                                                                                            | Meteor           | [Magical Attack, 10 hits, random targets]         |                  |               |                       |                |                  |
|                                                                                                                  | Quake            | [Magical Attack, All Targets, Earth Elemental]    |                  |               |                       |                |                  |
|                                                                                                                  | Flare            | [Magical Attack, 1 Target]                        |                  |               |                       |                |                  |
|                                                                                                                  | Holy             | [Magical Attack, 1 Target, Holy Elemental]        |                  |               |                       |                |                  |
|                                                                                                                  | Energy Bomber    | [Physical Attack, 1 Target, 100% Critical Damage] |                  |               |                       |                |                  |
|                                                                                                                  |                  |                                                   |                  |               |                       |                |                  |
| 'Magical powers are concentrated on Adel'                                                                        |                  | [Ultima is used next turn]                        |                  |               |                       |                |                  |
| Ultima                                                                                                           |                  | [Magical Attack, All Targets]                     |                  |               |                       |                |                  |
| =====                                                                                                            |                  |                                                   |                  |               |                       |                |                  |

|                                                 |       |                     |           |        |         |               |          |
|-------------------------------------------------|-------|---------------------|-----------|--------|---------|---------------|----------|
| .=====.                                         |       |                     |           |        |         |               |          |
| Name: Anacondaaur                               |       |                     |           |        |         |               |          |
| =====O=====O=====O=====O=====O=====O=====O===== |       |                     |           |        |         |               |          |
| Level Range: 1-100                              |       | HP Range: 842-24800 |           | AP: 4  |         | EXP: 60 (+10) |          |
| =====O=====O=====O=====O=====O=====O=====O===== |       |                     |           |        |         |               |          |
| Level:                                          | HP:   | Strength:           | Vitality: | Magic: | Spirit: | Speed:        | Evasion: |
| 1                                               | 842   | 18                  | 10        | 2      | 2       | 10            | 0        |
| 10                                              | 1400  | 30                  | 15        | 13     | 9       | 11            | 1        |
| 20                                              | 2400  | 42                  | 20        | 26     | 17      | 12            | 1        |
| 30                                              | 3800  | 55                  | 25        | 38     | 26      | 13            | 2        |
| 40                                              | 5600  | 67                  | 30        | 50     | 34      | 14            | 2        |
| 50                                              | 7800  | 79                  | 35        | 62     | 42      | 15            | 3        |
| 60                                              | 10400 | 91                  | 40        | 75     | 51      | 16            | 3        |
| 70                                              | 13400 | 103                 | 45        | 86     | 59      | 17            | 4        |
| 80                                              | 16800 | 115                 | 50        | 98     | 67      | 18            | 4        |



|                                                                                                                         |                                                         |                         |                |          |                             |         |                  |
|-------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------|-------------------------|----------------|----------|-----------------------------|---------|------------------|
| 90                                                                                                                      | 20600                                                   | 126                     | 55             | 110      | 76                          | 19      | 5                |
| 100                                                                                                                     | 24800                                                   | 138                     | 60             | 122      | 84                          | 20      | 6                |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                         |                                                         |                         |                |          |                             |         |                  |
| Fire:                                                                                                                   | Ice:                                                    | Lightning:              | Earth:         | Poison:  | Wind:                       | Water:  | Holy:            |
| [0.5x]                                                                                                                  | [2x]                                                    | [ ]                     | [ ]            | [0.5x]   | [ ]                         | [ ]     | [ ]              |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                         |                                                         |                         |                |          |                             |         |                  |
| Death                                                                                                                   | Poison                                                  | Petrify                 | Darkness       | Silence  | Berserk                     | Zombie  | Sleep            |
| 50%                                                                                                                     | ---                                                     | 40%                     | 70%            | 40%      | 40%                         | ---     | 40%              |
| -----                                                                                                                   | -----                                                   | -----                   | -----          | -----    | -----                       | -----   | -----            |
| Slow                                                                                                                    | Stop                                                    | Reflect                 | Doom           | Slow Pet | Float                       | Confuse | Drain            |
| 40%                                                                                                                     | 40%                                                     | 40%                     | 40%            | 60%      | 40%                         | 40%     | 40%              |
| -----                                                                                                                   | -----                                                   | -----                   | -----          | -----    | -----                       | -----   | -----            |
| Vit0: Yes   Blow Away: Yes   Gravity: Yes   LV Up/Down: Yes   The End: Yes                                              |                                                         |                         |                |          |                             |         |                  |
| =====                                                                                                                   |                                                         |                         |                |          |                             |         |                  |
| DRAW: Lvl 1-19: Fire, Cure                                                                                              |                                                         |                         |                |          | DEVOUR: Tastes awful!!!     |         |                  |
| Lvl 20-29: Fira, Cura                                                                                                   |                                                         |                         |                |          | Tastes awful!!!             |         |                  |
| Lvl 30+: Firaga, Curaga, Bio                                                                                            |                                                         |                         |                |          | Shouldn't.. have ..eaten it |         |                  |
| =====                                                                                                                   |                                                         |                         |                |          |                             |         |                  |
| STEAL LIST: 50%                                                                                                         |                                                         | Card Common: Anacondaur |                |          | Card Rare: Mobile Type 8    |         |                  |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                         |                                                         |                         |                |          |                             |         |                  |
| Lvl:                                                                                                                    | ~69.5% chance:                                          |                         | ~20% chance:   |          | ~5.8% chance:               |         | ~4.7% chance:    |
| 1-19                                                                                                                    | 2x Venom Fang                                           |                         | 2x Venom Fang  |          | 2x Venom Fang               |         | 2x Venom Fang    |
| 20-29                                                                                                                   | 4x Venom Fang                                           |                         | 4x Venom Fang  |          | 4x Venom Fang               |         | 4x Venom Fang    |
| 30+                                                                                                                     | 8x Venom Fang                                           |                         | 8x Venom Fang  |          | 8x Venom Fang               |         | 8x Venom Fang    |
| =====                                                                                                                   |                                                         |                         |                |          |                             |         |                  |
| DROPS LIST: 100%                                                                                                        |                                                         | Card Drop: ---          |                |          |                             |         |                  |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                         |                                                         |                         |                |          |                             |         |                  |
| Lvl:                                                                                                                    | ~69.5% chance:                                          |                         | ~20% chance:   |          | ~5.8% chance:               |         | ~4.7% chance:    |
| 1-19                                                                                                                    | 4x M-Stone Piece                                        |                         | 1x Venom Fang  |          | 2x Venom Fang               |         | 2x Dragon Skin   |
| 20-29                                                                                                                   | 2x Venom Fang                                           |                         | 3x Venom Fang  |          | 4x Venom Fang               |         | 2x Dragon Skin   |
| 30+                                                                                                                     | 4x Dragon Skin                                          |                         | 6x Dragon Skin |          | 8x Dragon Skin              |         | 1x Star Fragment |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                         |                                                         |                         |                |          |                             |         |                  |
| Scan Info: A large venomous snake that uses squeeze attacks. Use caution when its HP are low; it spits poisonous fluid. |                                                         |                         |                |          |                             |         |                  |
| =====                                                                                                                   |                                                         |                         |                |          |                             |         |                  |
| Location(s): 1. Dollet Mountain Hideout.                                                                                |                                                         |                         |                |          |                             |         |                  |
| 2. Deep Sea Research Center.                                                                                            |                                                         |                         |                |          |                             |         |                  |
| 3. Worldmap: Hasberry Plains (near Dollet).                                                                             |                                                         |                         |                |          |                             |         |                  |
| 4. Ultimecia's Castle (Main Hall: 15%).                                                                                 |                                                         |                         |                |          |                             |         |                  |
| =====                                                                                                                   |                                                         |                         |                |          |                             |         |                  |
| Attacks: {Head Bash} [Physical Attack, 1 Target]                                                                        |                                                         |                         |                |          |                             |         |                  |
| -----                                                                                                                   | Squeeze [Physical Attack, 1 Target]                     |                         |                |          |                             |         |                  |
|                                                                                                                         | Poison Mist [Magical Attack, 1 Target, Inflicts Poison, |                         |                |          |                             |         |                  |
|                                                                                                                         | Can only use below 50% of Max HP]                       |                         |                |          |                             |         |                  |
|                                                                                                                         | Dark Mist [Magical Attack, 1 Target, Inflicts Darkness, |                         |                |          |                             |         |                  |
|                                                                                                                         | Can only use below 50% of Max HP]                       |                         |                |          |                             |         |                  |
| -----                                                                                                                   |                                                         |                         |                |          |                             |         |                  |

|                                                  |      |                     |           |        |         |               |          |
|--------------------------------------------------|------|---------------------|-----------|--------|---------|---------------|----------|
| .=====.                                          |      |                     |           |        |         |               |          |
| Name: Armadodo                                   |      |                     |           |        |         |               |          |
| =====o=====o=====o=====o=====o=====o=====o=====. |      |                     |           |        |         |               |          |
| Level Range: 1-100                               |      | HP Range: 731-18700 |           |        | AP: 3   | EXP: 80 (+15) |          |
| =====o=====o=====o=====o=====o=====o=====o=====  |      |                     |           |        |         |               |          |
| Level:                                           | HP:  | Strength:           | Vitality: | Magic: | Spirit: | Speed:        | Evasion: |
| 1                                                | 731  | 12                  | 120       | 1      | 4       | 4             | 0        |
| 10                                               | 1150 | 23                  | 120       | 10     | 5       | 5             | 0        |
| 20                                               | 1900 | 34                  | 121       | 18     | 6       | 6             | 1        |
| 30                                               | 2950 | 45                  | 122       | 27     | 7       | 7             | 1        |
| 40                                               | 4300 | 56                  | 123       | 35     | 9       | 8             | 2        |
| 50                                               | 5950 | 67                  | 124       | 43     | 10      | 9             | 2        |

|                                                                                                   |                  |                       |                 |                                                                                   |                       |         |                 |
|---------------------------------------------------------------------------------------------------|------------------|-----------------------|-----------------|-----------------------------------------------------------------------------------|-----------------------|---------|-----------------|
| 60                                                                                                | 7900             | 77                    | 125             | 50                                                                                | 11                    | 10      | 3               |
| 70                                                                                                | 10150            | 87                    | 125             | 58                                                                                | 12                    | 11      | 3               |
| 80                                                                                                | 12700            | 97                    | 126             | 65                                                                                | 14                    | 12      | 3               |
| 90                                                                                                | 15550            | 107                   | 127             | 72                                                                                | 15                    | 13      | 4               |
| 100                                                                                               | 18700            | 116                   | 128             | 79                                                                                | 16                    | 14      | 4               |
| =====o=====o=====o=====o=====o=====o=====o=====                                                   |                  |                       |                 |                                                                                   |                       |         |                 |
| Fire:                                                                                             | Ice:             | Lightning:            | Earth:          | Poison:                                                                           | Wind:                 | Water:  | Holy:           |
| [ ]                                                                                               | [ ]              | [ ]                   | [ ]             | [ ]                                                                               | [ ]                   | [ ]     | [ ]             |
| =====o=====o=====o=====o=====o=====o=====o=====                                                   |                  |                       |                 |                                                                                   |                       |         |                 |
| Death                                                                                             | Poison           | Petrify               | Darkness        | Silence                                                                           | Berserk               | Zombie  | Sleep           |
| 70%                                                                                               | 80%              | 70%                   | 80%             | 80%                                                                               | 60%                   | 70%     | 80%             |
| -----                                                                                             | -----            | -----                 | -----           | -----                                                                             | -----                 | -----   | -----           |
| Slow                                                                                              | Stop             | Reflect               | Doom            | Slow Pet                                                                          | Float                 | Confuse | Drain           |
| 90%                                                                                               | 0%               | 100%                  | 80%             | 70%                                                                               | 100%                  | ---     | 100%            |
| -----                                                                                             | -----            | -----                 | -----           | -----                                                                             | -----                 | -----   | -----           |
| Vit0: Yes   Blow Away: Yes   Gravity: Yes   LV Up/Down: Yes   The End: Yes                        |                  |                       |                 |                                                                                   |                       |         |                 |
| =====                                                                                             |                  |                       |                 |                                                                                   |                       |         |                 |
| DRAW: Lvl 1-19: Protect                                                                           |                  |                       |                 |                                                                                   | DEVOUR: Delicious!!!  |         |                 |
| Lvl 20-29: Protect, Shell                                                                         |                  |                       |                 |                                                                                   | Delicious!!!          |         |                 |
| Lvl 30+: Protect, Shell, Quake                                                                    |                  |                       |                 |                                                                                   | Delicious!!!          |         |                 |
| =====                                                                                             |                  |                       |                 |                                                                                   |                       |         |                 |
| STEAL LIST: 50%                                                                                   |                  | Card Common: Armadodo |                 |                                                                                   | Card Rare: Catoblepas |         |                 |
| =====o=====o=====o=====o=====o=====o=====o=====                                                   |                  |                       |                 |                                                                                   |                       |         |                 |
| Lvl:                                                                                              | ~69.5% chance:   |                       | ~20% chance:    |                                                                                   | ~5.8% chance:         |         | ~4.7% chance:   |
| 1-19                                                                                              | 1x Turtle Shell  |                       | 1x Turtle Shell |                                                                                   | 1x Turtle Shell       |         | 1x Turtle Shell |
| 20-29                                                                                             | 2x Turtle Shell  |                       | 2x Turtle Shell |                                                                                   | 2x Turtle Shell       |         | 2x Turtle Shell |
| 30+                                                                                               | 3x Turtle Shell  |                       | 3x Turtle Shell |                                                                                   | 3x Turtle Shell       |         | 3x Turtle Shell |
| =====                                                                                             |                  |                       |                 |                                                                                   |                       |         |                 |
| DROPS LIST: 50%                                                                                   |                  | Card Drop: Armadodo   |                 |                                                                                   |                       |         |                 |
| =====o=====o=====o=====o=====o=====o=====o=====                                                   |                  |                       |                 |                                                                                   |                       |         |                 |
| Lvl:                                                                                              | ~69.5% chance:   |                       | ~20% chance:    |                                                                                   | ~5.8% chance:         |         | ~4.7% chance:   |
| 1-19                                                                                              | 2x M-Stone Piece |                       | 1x Sharp Spike  |                                                                                   | 1x Sharp Spike        |         | 2x Sharp Spike  |
| 20-29                                                                                             | 3x Magic Stone   |                       | 2x Sharp Spike  |                                                                                   | 2x Sharp Spike        |         | 2x Turtle Shell |
| 30+                                                                                               | 1x Turtle Shell  |                       | 2x Sharp Spike  |                                                                                   | 3x Sharp Spike        |         | 2x Turtle Shell |
| =====o=====o=====o=====o=====o=====o=====o=====                                                   |                  |                       |                 |                                                                                   |                       |         |                 |
| Scan Info: The legs are small compared to the body, and it falls easily when attacked with force. |                  |                       |                 |                                                                                   |                       |         |                 |
| =====                                                                                             |                  |                       |                 |                                                                                   |                       |         |                 |
| Location(s): 1. Tomb of the Unknown King.                                                         |                  |                       |                 |                                                                                   |                       |         |                 |
| =====                                                                                             |                  |                       |                 |                                                                                   |                       |         |                 |
| Attacks: Armadodo fell over! [Can fall after a Physical Attack, Last 4 turns, -----               |                  |                       |                 |                                                                                   |                       |         |                 |
| Lowers Vit + Spr by 50%]                                                                          |                  |                       |                 |                                                                                   |                       |         |                 |
| Armadodo got up! [Gets back up after 4 turns, Stats to normal]                                    |                  |                       |                 |                                                                                   |                       |         |                 |
| -----                                                                                             |                  |                       |                 |                                                                                   |                       |         |                 |
| {Swipe}                                                                                           |                  |                       |                 | [Physical Attack, 1 Target]                                                       |                       |         |                 |
| {Roll Attack}                                                                                     |                  |                       |                 | [Physical Attack, 1 Target, 100% Critical Damage]                                 |                       |         |                 |
| Earthquake                                                                                        |                  |                       |                 | [Magical Attack, All Targets, Earth Elemental, Used in-battle or as Final Attack] |                       |         |                 |
| -----                                                                                             |                  |                       |                 |                                                                                   |                       |         |                 |

|                                                 |       |                       |           |        |         |        |          |                          |  |
|-------------------------------------------------|-------|-----------------------|-----------|--------|---------|--------|----------|--------------------------|--|
| .=====.                                         |       |                       |           |        |         |        |          | .-----.                  |  |
| Name: Bahamut                                   |       |                       |           |        |         |        |          | FLYING ENEMY   {BOSS-37} |  |
| =====o=====o=====o=====o=====o=====o=====o===== |       |                       |           |        |         |        |          |                          |  |
| Level Range: 1-100                              |       | HP Range: 10800-90000 |           | AP: 40 |         | EXP: 0 |          |                          |  |
| =====o=====o=====o=====o=====o=====o=====o===== |       |                       |           |        |         |        |          |                          |  |
| Level:                                          | HP:   | Strength:             | Vitality: | Magic: | Spirit: | Speed: | Evasion: |                          |  |
| 1                                               | 10800 | 59                    | 71        | 62     | 16      | 10     | 0        |                          |  |
| 10                                              | 18000 | 100                   | 80        | 83     | 25      | 14     | 2        |                          |  |
| 20                                              | 26000 | 146                   | 90        | 105    | 36      | 18     | 4        |                          |  |
| 30                                              | 34000 | 191                   | 100       | 126    | 46      | 22     | 5        |                          |  |

|     |       |     |     |     |     |    |    |
|-----|-------|-----|-----|-----|-----|----|----|
| 40  | 42000 | 236 | 110 | 146 | 57  | 26 | 7  |
| 50  | 50000 | 255 | 120 | 166 | 67  | 30 | 8  |
| 60  | 58000 | 255 | 130 | 185 | 78  | 34 | 10 |
| 70  | 66000 | 255 | 140 | 203 | 88  | 38 | 12 |
| 80  | 74000 | 255 | 150 | 220 | 99  | 42 | 14 |
| 90  | 82000 | 255 | 160 | 236 | 110 | 46 | 15 |
| 100 | 90000 | 255 | 170 | 251 | 120 | 50 | 17 |

|       |      |            |        |         |       |        |       |
|-------|------|------------|--------|---------|-------|--------|-------|
| Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy: |
| [ ]   | [ ]  | [Imm]      | [Imm]  | [0.5x]  | [Imm] | [ ]    | [ ]   |

|       |        |         |          |          |         |         |       |
|-------|--------|---------|----------|----------|---------|---------|-------|
| Death | Poison | Petrify | Darkness | Silence  | Berserk | Zombie  | Sleep |
| ---   | ---    | ---     | 50%      | ---      | ---     | ---     | ---   |
| Slow  | Stop   | Reflect | Doom     | Slow Pet | Float   | Confuse | Drain |
| 90%   | 0%     | 100%    | ---      | ---      | ---     | ---     | ---   |

|           |               |             |                |              |
|-----------|---------------|-------------|----------------|--------------|
| Vit0: Yes | Blow Away: No | Gravity: No | LV Up/Down: No | The End: Yes |
|-----------|---------------|-------------|----------------|--------------|

|                                                  |                       |
|--------------------------------------------------|-----------------------|
| DRAW: Lvl 1-19: Flare, Curaga, Full-life, Dispel | DEVOUR: Cannot Devour |
| Lvl 20-29: Flare, Curaga, Full-life, Dispel      |                       |
| Lvl 30+: Flare, Curaga, Full-life, Dispel        |                       |

|             |                  |                |
|-------------|------------------|----------------|
| STEAL LIST: | Card Common: --- | Card Rare: --- |
|-------------|------------------|----------------|

|                      |                |                |                |
|----------------------|----------------|----------------|----------------|
| Lvl: ~69.5% chance:  | ~20% chance:   | ~5.8% chance:  | ~4.7% chance:  |
| 1-19 1x Hyper Wrist  | 1x Hyper Wrist | 1x Hyper Wrist | 1x Hyper Wrist |
| 20-29 1x Hyper Wrist | 1x Hyper Wrist | 1x Hyper Wrist | 1x Hyper Wrist |
| 30+ 1x Hyper Wrist   | 1x Hyper Wrist | 1x Hyper Wrist | 1x Hyper Wrist |

|             |                           |
|-------------|---------------------------|
| DROPS LIST: | Card Drop: Bahamut (100%) |
|-------------|---------------------------|

|                      |                |                |                |
|----------------------|----------------|----------------|----------------|
| Lvl: ~69.5% chance:  | ~20% chance:   | ~5.8% chance:  | ~4.7% chance:  |
| 1-19 1x Hyper Wrist  | 1x Hyper Wrist | 1x Hyper Wrist | 1x Hyper Wrist |
| 20-29 1x Hyper Wrist | 1x Hyper Wrist | 1x Hyper Wrist | 1x Hyper Wrist |
| 30+ 1x Hyper Wrist   | 1x Hyper Wrist | 1x Hyper Wrist | 1x Hyper Wrist |

|                                                                       |
|-----------------------------------------------------------------------|
| Scan Info: Called the King of GF; its Mega Flare ignores all defense. |
| Gives assistance freely to those who show their power.                |

|                                           |
|-------------------------------------------|
| Location(s): 1. Deep Sea Research Center. |
|-------------------------------------------|

|                 |                                                |
|-----------------|------------------------------------------------|
| Attacks: {Claw} | [Physical Attack, 1 Target]                    |
| ----- Thundaga  | [Magical Attack, Lightning Elemental]          |
| Tornado         | [Magical Attack, All Targets, Wind Elemental]  |
| Stop            | [Change Status, Inflicts Stop]                 |
| Mega Flare      | [Magical Attack, All Targets, Ignores Defense] |

|                   |
|-------------------|
| Name: Base Leader |
|-------------------|

|                    |                    |       |              |
|--------------------|--------------------|-------|--------------|
| Level Range: 1-100 | HP Range: 806-4400 | AP: 2 | EXP: 30 (+5) |
|--------------------|--------------------|-------|--------------|

|        |      |           |           |        |         |        |          |
|--------|------|-----------|-----------|--------|---------|--------|----------|
| Level: | HP:  | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
| 1      | 806  | 6         | 31        | 9      | 45      | 6      | 2        |
| 10     | 890  | 22        | 37        | 24     | 49      | 7      | 3        |
| 20     | 1040 | 38        | 44        | 41     | 54      | 7      | 4        |
| 30     | 1250 | 54        | 51        | 57     | 60      | 8      | 5        |
| 40     | 1520 | 70        | 58        | 74     | 65      | 9      | 5        |

|                                                                                             |                |                                                        |                 |                                            |                 |                 |               |
|---------------------------------------------------------------------------------------------|----------------|--------------------------------------------------------|-----------------|--------------------------------------------|-----------------|-----------------|---------------|
| 50                                                                                          | 1850           | 86                                                     | 65              | 90                                         | 70              | 10              | 6             |
| 60                                                                                          | 2240           | 102                                                    | 72              | 106                                        | 76              | 10              | 7             |
| 70                                                                                          | 2690           | 118                                                    | 79              | 122                                        | 81              | 11              | 8             |
| 80                                                                                          | 3200           | 133                                                    | 86              | 138                                        | 86              | 12              | 9             |
| 90                                                                                          | 3770           | 148                                                    | 93              | 154                                        | 92              | 12              | 10            |
| 100                                                                                         | 4400           | 163                                                    | 100             | 170                                        | 97              | 13              | 10            |
| =====o=====o=====o=====o=====o=====o=====o=====                                             |                |                                                        |                 |                                            |                 |                 |               |
| Fire:                                                                                       | Ice:           | Lightning:                                             | Earth:          | Poison:                                    | Wind:           | Water:          | Holy:         |
| [ ]                                                                                         | [ ]            | [ ]                                                    | [ ]             | [1.5x]                                     | [ ]             | [ ]             | [ ]           |
| =====o=====o=====o=====o=====o=====o=====o=====                                             |                |                                                        |                 |                                            |                 |                 |               |
| Death                                                                                       | Poison         | Petrify                                                | Darkness        | Silence                                    | Berserk         | Zombie          | Sleep         |
| ---                                                                                         | ---            | ---                                                    | 80%             | 100%                                       | 60%             | 70%             | 80%           |
| ----- ----- ----- ----- ----- ----- ----- -----                                             |                |                                                        |                 |                                            |                 |                 |               |
| Slow                                                                                        | Stop           | Reflect                                                | Doom            | Slow Pet                                   | Float           | Confuse         | Drain         |
| 90%                                                                                         | ---            | 100%                                                   | ---             | ---                                        | 100%            | ---             | 100%          |
| ----- ----- ----- ----- ----- ----- ----- -----                                             |                |                                                        |                 |                                            |                 |                 |               |
| Vit0: Yes                                                                                   |                | Blow Away: No                                          |                 | Gravity: Yes                               |                 | LV Up/Down: Yes |               |
| The End: Yes                                                                                |                |                                                        |                 |                                            |                 |                 |               |
| =====                                                                                       |                |                                                        |                 |                                            |                 |                 |               |
| DRAW: Lvl 1-19: Thunder, Confuse, Slow, Reflect                                             |                |                                                        |                 | DEVOUR: Cannot Devour                      |                 |                 |               |
| Lvl 20-29: Thundara, Confuse, Slow, Reflect                                                 |                |                                                        |                 |                                            |                 |                 |               |
| Lvl 30+: Thundaga, Confuse, Slow, Reflect                                                   |                |                                                        |                 |                                            |                 |                 |               |
| =====                                                                                       |                |                                                        |                 |                                            |                 |                 |               |
| STEAL LIST: 50%                                                                             |                | Card Common: ---                                       |                 | Card Rare: ---                             |                 |                 |               |
| =====o=====                                                                                 |                | =====o=====                                            |                 | =====o=====                                |                 |                 |               |
| Lvl:                                                                                        | ~69.5% chance: |                                                        | ~20% chance:    |                                            | ~5.8% chance:   |                 | ~4.7% chance: |
| 1-19                                                                                        | 1x Tent        |                                                        | 1x Tent         |                                            | 1x Cottage      |                 | 1x Cottage    |
| 20-29                                                                                       | 1x Tent        |                                                        | 1x Tent         |                                            | 1x Cottage      |                 | 1x Cottage    |
| 30+                                                                                         | 1x Tent        |                                                        | 1x Tent         |                                            | 1x Cottage      |                 | 1x Cottage    |
| =====                                                                                       |                |                                                        |                 |                                            |                 |                 |               |
| DROPS LIST: 75%                                                                             |                | Card Drop: ---                                         |                 |                                            |                 |                 |               |
| =====o=====                                                                                 |                | =====o=====                                            |                 | =====o=====                                |                 |                 |               |
| Lvl:                                                                                        | ~69.5% chance: |                                                        | ~20% chance:    |                                            | ~5.8% chance:   |                 | ~4.7% chance: |
| 1-19                                                                                        | 2x Potion      |                                                        | 1x Phoenix Down |                                            | 8x Shotgun Ammo |                 | 1x Cottage    |
| 20-29                                                                                       | 1x Potion      |                                                        | 1x Phoenix Down |                                            | 1x Hi-Potion    |                 | 1x Cottage    |
| 30+                                                                                         | 3x Potion      |                                                        | 1x Hi-Potion    |                                            | 1x Cottage      |                 | 1x Cottage    |
| =====o=====o=====o=====o=====o=====o=====o=====                                             |                |                                                        |                 |                                            |                 |                 |               |
| Scan Info: Galbadia Missile Base security leader. Stronger than regular Galbadian soldiers. |                |                                                        |                 |                                            |                 |                 |               |
| =====                                                                                       |                |                                                        |                 |                                            |                 |                 |               |
| Location(s): 1. Galbadia Missile Base (Control Room).                                       |                |                                                        |                 |                                            |                 |                 |               |
| =====                                                                                       |                |                                                        |                 |                                            |                 |                 |               |
| Attacks: 'Go for the weak one!' [Base Leader + Base Soldiers will start to                  |                |                                                        |                 |                                            |                 |                 |               |
| -----                                                                                       |                |                                                        |                 | attack the character with the lowest HP]   |                 |                 |               |
| 'Attack with magic!'                                                                        |                |                                                        |                 | [Base Leader + Base Soldiers will start to |                 |                 |               |
|                                                                                             |                |                                                        |                 | use magic on your party]                   |                 |                 |               |
|                                                                                             |                |                                                        |                 |                                            |                 |                 |               |
| {Machine Gun}                                                                               |                | [Physical Attack, 1 Target]                            |                 |                                            |                 |                 |               |
| {Arm Punch}                                                                                 |                | [Physical Attack, 1 Target, Used as counterattack when |                 |                                            |                 |                 |               |
|                                                                                             |                | a Base Soldier is killed]                              |                 |                                            |                 |                 |               |
| Cura                                                                                        |                | [Magical Restore, 1 Ally, Used on Base Soldiers]       |                 |                                            |                 |                 |               |
| Thundara                                                                                    |                | [Magical Attack, 1 Target, Lightning Elemental]        |                 |                                            |                 |                 |               |
| Confuse                                                                                     |                | [Change Status, 1 Target, Inflicts Confuse]            |                 |                                            |                 |                 |               |
| Protect                                                                                     |                | [Change Status, 1 Ally, Inflicts Protect]              |                 |                                            |                 |                 |               |
| Shell                                                                                       |                | [Change Status, 1 Ally, Inflicts Shell]                |                 |                                            |                 |                 |               |
| Remedy                                                                                      |                | [Change Status, 1 Ally, Removes bas statuses]          |                 |                                            |                 |                 |               |
| '=====                                                                                      |                |                                                        |                 |                                            |                 |                 |               |
|                                                                                             |                |                                                        |                 |                                            |                 |                 |               |
| .=====.                                                                                     |                |                                                        |                 |                                            |                 |                 |               |
| Name: Base Soldier                                                                          |                |                                                        |                 |                                            |                 |                 |               |
| =====o=====                                                                                 |                | =====o=====                                            |                 | =====o=====                                |                 |                 |               |



|                                                                                                              |                 |                  |           |                   |                      |                   |          |
|--------------------------------------------------------------------------------------------------------------|-----------------|------------------|-----------|-------------------|----------------------|-------------------|----------|
| Level:                                                                                                       | HP:             | Strength:        | Vitality: | Magic:            | Spirit:              | Speed:            | Evasion: |
| 1                                                                                                            | 35221           | 64               | 12        | 3                 | 3                    | 3                 | 0        |
| 10                                                                                                           | 37300           | 81               | 12        | 26                | 24                   | 4                 | 1        |
| 20                                                                                                           | 39800           | 101              | 13        | 51                | 46                   | 4                 | 1        |
| 30                                                                                                           | 42500           | 120              | 13        | 76                | 69                   | 5                 | 2        |
| 40                                                                                                           | 45400           | 138              | 14        | 101               | 91                   | 6                 | 3        |
| 50                                                                                                           | 48500           | 157              | 15        | 125               | 114                  | 6                 | 3        |
| 60                                                                                                           | 51800           | 176              | 15        | 149               | 136                  | 7                 | 4        |
| 70                                                                                                           | 55300           | 195              | 16        | 173               | 159                  | 7                 | 4        |
| 80                                                                                                           | 59000           | 213              | 17        | 197               | 181                  | 8                 | 5        |
| 90                                                                                                           | 62900           | 231              | 17        | 220               | 204                  | 9                 | 6        |
| 100                                                                                                          | 67000           | 250              | 18        | 243               | 226                  | 9                 | 6        |
| =====                                                                                                        |                 |                  |           |                   |                      |                   |          |
| Fire:                                                                                                        | Ice:            | Lightning:       | Earth:    | Poison:           | Wind:                | Water:            | Holy:    |
| [ ]                                                                                                          | [ ]             | [ ]              | [ ]       | [ ]               | [ ]                  | [ ]               | [ ]      |
| =====                                                                                                        |                 |                  |           |                   |                      |                   |          |
| Death                                                                                                        | Poison          | Petrify          | Darkness  | Silence           | Berserk              | Zombie            | Sleep    |
| 40%                                                                                                          | 40%             | 70%              | 70%       | 40%               | 40%                  | 40%               | 40%      |
| -----                                                                                                        |                 |                  |           |                   |                      |                   |          |
| Slow                                                                                                         | Stop            | Reflect          | Doom      | Slow Pet          | Float                | Confuse           | Drain    |
| 40%                                                                                                          | ---             | 100%             | 40%       | 70%               | 100%                 | ---               | 100%     |
| -----                                                                                                        |                 |                  |           |                   |                      |                   |          |
| Vit0: Yes   Blow Away: Yes   Gravity: No   LV Up/Down: Yes   The End: Yes                                    |                 |                  |           |                   |                      |                   |          |
| =====                                                                                                        |                 |                  |           |                   |                      |                   |          |
| DRAW: Lvl 1-29: Regen, Tornado                                                                               |                 |                  |           |                   | DEVOUR: Delicious!!! |                   |          |
| Lvl 30-49: Regen, Tornado                                                                                    |                 |                  |           |                   | Delicious!!!         |                   |          |
| Lvl 40+: Regen, Tornado, Flare                                                                               |                 |                  |           |                   | Clear head!          |                   |          |
| =====                                                                                                        |                 |                  |           |                   |                      |                   |          |
| STEAL LIST: 25%                                                                                              |                 | Card Common: --- |           |                   | Card Rare: ---       |                   |          |
| =====                                                                                                        |                 | =====            |           |                   | =====                |                   |          |
| Lvl: ~69.5% chance:                                                                                          |                 | ~20% chance:     |           | ~5.8% chance:     |                      | ~4.7% chance:     |          |
| 1-29                                                                                                         | 1x Barrier      | 1x Barrier       |           | 1x Barrier        |                      | 1x Barrier        |          |
| 30-39                                                                                                        | 1x Barrier      | 1x Barrier       |           | 1x Barrier        |                      | 1x Barrier        |          |
| =====                                                                                                        |                 |                  |           |                   |                      |                   |          |
| 40+                                                                                                          | 2x Barrier      | 2x Barrier       |           | 2x Barrier        |                      | 2x Barrier        |          |
| =====                                                                                                        |                 |                  |           |                   |                      |                   |          |
| DROPS LIST: 100%                                                                                             |                 | Card Drop: ---   |           |                   |                      |                   |          |
| =====                                                                                                        |                 | =====            |           |                   | =====                |                   |          |
| Lvl: ~69.5% chance:                                                                                          |                 | ~20% chance:     |           | ~5.8% chance:     |                      | ~4.7% chance:     |          |
| 1-29                                                                                                         | 3x Wizard Stone | 3x Wizard Stone  |           | 1x Barrier        |                      | 1x Barrier        |          |
| 30-39                                                                                                        | 1x Barrier      | 1x Giant's Ring  |           | 1x Energy Crystal |                      | 2x Energy Crystal |          |
| 40+                                                                                                          | 2x Barrier      | 1x Giant's Ring  |           | 1x Energy Crystal |                      | 2x Energy Crystal |          |
| =====                                                                                                        |                 |                  |           |                   |                      |                   |          |
| Scan Info: Uses powerful magic, such as Meteor. A strong enemy that's hard to defeat.                        |                 |                  |           |                   |                      |                   |          |
| =====                                                                                                        |                 |                  |           |                   |                      |                   |          |
| Location(s): 1. Deep Sea Research Center (Fixed Encounter: 3rd Screen).                                      |                 |                  |           |                   |                      |                   |          |
| 2. Worldmap: Great Plains of Esthar (after Lunar Cry)                                                        |                 |                  |           |                   |                      |                   |          |
| =====                                                                                                        |                 |                  |           |                   |                      |                   |          |
| Attacks: {Claw Slash} [Physical Attack, 1 Target]                                                            |                 |                  |           |                   |                      |                   |          |
| ----- Assault Horn [Physical Attack, 1 Target, 100% Critical Hit]                                            |                 |                  |           |                   |                      |                   |          |
| Thundaga [Magical Attack, 1 Target, Lightning Elemental]                                                     |                 |                  |           |                   |                      |                   |          |
| Tornado [Magical Attack, All Targets, Wind Elemental]                                                        |                 |                  |           |                   |                      |                   |          |
| Flare [Magical Attack, 1 Target, Can be used as Final Attack]                                                |                 |                  |           |                   |                      |                   |          |
| Meteor [Magical Attack, 10 hits, Used as Physical Counter, Can be used as Final Attack]                      |                 |                  |           |                   |                      |                   |          |
| Mighty Guard [Blue Magic, All Allies, Used when below 50% of Max HP Inflicts Protect + Shell on Self/Allies] |                 |                  |           |                   |                      |                   |          |
| =====                                                                                                        |                 |                  |           |                   |                      |                   |          |
| Battle Notes: In the Japanese Version, Behemoth's HP Range is 35263-91000.                                   |                 |                  |           |                   |                      |                   |          |

|                                                                                                   |                  |                                                                                                 |               |          |                            |              |          |              |
|---------------------------------------------------------------------------------------------------|------------------|-------------------------------------------------------------------------------------------------|---------------|----------|----------------------------|--------------|----------|--------------|
| Name: Belhmel                                                                                     |                  |                                                                                                 |               |          |                            |              |          | FLYING ENEMY |
| Level Range: 1-100                                                                                |                  | HP Range: 369-5760                                                                              |               |          | AP: 2                      | EXP: 10 (+6) |          |              |
| Level:                                                                                            | HP:              | Strength:                                                                                       | Vitality:     | Magic:   | Spirit:                    | Speed:       | Evasion: |              |
| 1                                                                                                 | 369              | 4                                                                                               | 30            | 5        | 10                         | 10           | 0        |              |
| 10                                                                                                | 495              | 14                                                                                              | 30            | 14       | 11                         | 12           | 0        |              |
| 20                                                                                                | 720              | 25                                                                                              | 30            | 23       | 12                         | 13           | 1        |              |
| 30                                                                                                | 1035             | 36                                                                                              | 30            | 33       | 13                         | 15           | 1        |              |
| 40                                                                                                | 1440             | 46                                                                                              | 31            | 42       | 15                         | 17           | 2        |              |
| 50                                                                                                | 1935             | 57                                                                                              | 31            | 51       | 16                         | 18           | 2        |              |
| 60                                                                                                | 2520             | 67                                                                                              | 31            | 60       | 17                         | 20           | 3        |              |
| 70                                                                                                | 3195             | 77                                                                                              | 32            | 69       | 18                         | 22           | 3        |              |
| 80                                                                                                | 3960             | 87                                                                                              | 32            | 78       | 20                         | 23           | 4        |              |
| 90                                                                                                | 4815             | 97                                                                                              | 32            | 87       | 21                         | 25           | 4        |              |
| 100                                                                                               | 5760             | 106                                                                                             | 33            | 95       | 22                         | 27           | 5        |              |
| Fire:                                                                                             | Ice:             | Lightning:                                                                                      | Earth:        | Poison:  | Wind:                      | Water:       | Holy:    |              |
| [ ]                                                                                               | [ ]              | [0.5x]                                                                                          | [Imm]         | [ ]      | [ ]                        | [ ]          | [2x]     |              |
| Death                                                                                             | Poison           | Petrify                                                                                         | Darkness      | Silence  | Berserk                    | Zombie       | Sleep    |              |
| 70%                                                                                               | 80%              | 70%                                                                                             | 80%           | 80%      | ---                        | 70%          | ---      |              |
| Slow                                                                                              | Stop             | Reflect                                                                                         | Doom          | Slow Pet | Float                      | Confuse      | Drain    |              |
| 90%                                                                                               | 50%              | 100%                                                                                            | 80%           | 70%      | ---                        | ---          | 100%     |              |
| Vit0: Yes   Blow Away: Yes   Gravity: Yes   LV Up/Down: Yes   The End: Yes                        |                  |                                                                                                 |               |          |                            |              |          |              |
| DRAW: Lvl 1-19: Sleep, Thunder                                                                    |                  |                                                                                                 |               |          | DEVOUR: Can't see anything |              |          |              |
| Lvl 20-29: Confuse, Thundara                                                                      |                  |                                                                                                 |               |          | Can't see anything         |              |          |              |
| Lvl 30+: Confuse, Thundaga                                                                        |                  |                                                                                                 |               |          | Can't see anything         |              |          |              |
| STEAL LIST: 50%                                                                                   |                  | Card Common: Belhmel                                                                            |               |          | Card Rare: Tri-Point       |              |          |              |
| Lvl:                                                                                              | ~69.5% chance:   | ~20% chance:                                                                                    | ~5.8% chance: |          | ~4.7% chance:              |              |          |              |
| 1-19                                                                                              | 1x Saw Blade     | 1x Saw Blade                                                                                    | 1x Saw Blade  |          | 1x Saw Blade               |              |          |              |
| 20-29                                                                                             | 2x Saw Blade     | 2x Saw Blade                                                                                    | 2x Saw Blade  |          | 2x Saw Blade               |              |          |              |
| 30+                                                                                               | 6x Saw Blade     | 6x Saw Blade                                                                                    | 6x Saw Blade  |          | 6x Saw Blade               |              |          |              |
| DROPS LIST: 59.375%                                                                               |                  | Card Drop: ---                                                                                  |               |          |                            |              |          |              |
| Lvl:                                                                                              | ~69.5% chance:   | ~20% chance:                                                                                    | ~5.8% chance: |          | ~4.7% chance:              |              |          |              |
| 1-19                                                                                              | 1x M-Stone Piece | 1x Saw Blade                                                                                    | 1x Saw Blade  |          | 1x M-Stone Piece           |              |          |              |
| 20-29                                                                                             | 1x Magic Stone   | 2x Saw Blade                                                                                    | 1x Saw Blade  |          | 2x Magic Stone             |              |          |              |
| 30+                                                                                               | 3x Wizard Stone  | 4x Saw Blade                                                                                    | 6x Saw Blade  |          | 1x Laser Cannon            |              |          |              |
| Scan Info: Has a rotating blade around its face. Its battle tactics change when its face changes. |                  |                                                                                                 |               |          |                            |              |          |              |
| Location(s): 1. Worldmap: Near Galbadia Garden                                                    |                  |                                                                                                 |               |          |                            |              |          |              |
| Attacks: Thunder                                                                                  |                  | [Magical Attack, 1 Target, Lightning Elemental]                                                 |               |          |                            |              |          |              |
| Thundara                                                                                          |                  | [Magical Attack, 1 Target, Lightning Elemental]                                                 |               |          |                            |              |          |              |
| Thundaga                                                                                          |                  | [Magical Attack, 1 Target, Lightning Elemental]                                                 |               |          |                            |              |          |              |
| {Slice}                                                                                           |                  | [Physical Attack, 1 Target]                                                                     |               |          |                            |              |          |              |
| Counter Slice                                                                                     |                  | [Physical Attack, 1 Target, Counterattack VS any Physical Attack when in 'It'ssscowling' model] |               |          |                            |              |          |              |







```

DRAW: Lvl 1-10: Fire, Thunder, Blizzard, Esuna | DEVOUR: Cannot Devour
=====
STEAL LIST: 25% | Card Common: --- | Card Rare: ---
=====
Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance:
1-10 | 3x Elixir | 3x Elixir | 3x Elixir | 3x Elixir
=====
DROPS LIST: 100% | Card Drop: ---
=====
Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance:
1-10 | 2x Elixir | 2x Elixir | 2x Elixir | 2x Elixir
=====
Scan Info: A Galbadian Major. Activated the Dollet Communication Tower. Very
short-tempered.
=====
Location(s): 1. Dollet Communications Tower.
=====
Attacks: {Machine Gun} [Physical Attack, 1 Target]
----- {Charge} [Physical Attack, 1 Target, sometimes used as a
Counterattack]
Cure [Magical Recovery, 1 Ally]
Thunder [Magical Attack, 1 Target, Lightning Elemental]
=====

```

```

=====
Name: Biggs (2nd) | {BOSS-16}
=====
Level Range: 1-22 | HP Range: 1467-2235 | AP: 10 | EXP: 0
=====
Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
1 | 1467 | 6 | 31 | 9 | 45 | 6 | 2
10 | 1705 | 22 | 37 | 24 | 49 | 7 | 3
20 | 2130 | 38 | 44 | 41 | 54 | 7 | 4
22 | 2235 | 41 | 45 | 44 | 55 | 8 | 4
=====
Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy:
[ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ]
=====
Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie | Sleep
--- | 80% | --- | 80% | 80% | --- | 70% | ---
-----
Slow | Stop | Reflect | Doom | Slow Pet | Float | Confuse | Drain
90% | --- | 100% | --- | --- | 100% | 60% | 100%
-----
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
=====
DRAW LIST: Lvl 1-19: Cure, Haste, Slow, Regen | DEVOUR: Cannot Devour
Lvl 20-22: Cura, Haste, Slow, Regen | Cannot Devour
=====
STEAL LIST: 25% | Card Mod Common: --- | Card Mod Rare: ---
=====
Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance:
1-19 | 1x Regen Ring | 1x Regen Ring | 1x Regen Ring | 1x Regen Ring
20-22 | 1x Regen Ring | 1x Regen Ring | 1x Regen Ring | 1x Regen Ring
=====
DROPS LIST: 100% | Card Drop: ---
=====
Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance:
1-19 | 3x Elixir | 3x Elixir | 3x Elixir | 3x Elixir
20-22 | 3x Elixir | 3x Elixir | 3x Elixir | 3x Elixir
=====

```

```

=====o=====
Scan Info: He was a major during the Dollet communication tower operation,
but was demoted after the operation failed. Hates SeeD.
=====
Location(s): 1. D-District Prison (Disc 2).
=====
Attacks: {Machine Gun} [Physical Attack, 1 Target]
----- {Charge}      [Physical Attack, 1 Target, sometimes used as a
                        Counterattack]
          Cure         [Magical Recovery, 1 Ally]
          Thundara     [Magical Attack, 1 Target, Lightning Elemental]
          Haste        [Change Status, 1 Ally, Inflicts Haste]
          Slow         [Change Status, 1 Target, Inflicts Slow]
          Regen        [Change Status, 1 Ally, Inflicts Regen]
=====
Battle Notes: - If you cast Confuse on Wedge he'll attack Biggs:
               Biggs: 'You idiot! What are you doing!'. Biggs counterattacks:
               Wedge: 'Yikes! What was I doing!?'
               - If you cast Confuse on Biggs he'll attack Wedge:
               Wedge 'Stop pickin' on us!'
=====

```

```

=====
Name: Bite Bug | FLYING ENEMY
=====
Level Range: 1-100 | HP Range: 114-2510 | AP: 1 | EXP: 15 (+5)
=====
Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
  1 | 114 | 2 | 4 | 1 | 2 | 4 | 2
 10 | 170 | 9 | 4 | 7 | 3 | 5 | 3
 20 | 270 | 17 | 4 | 13 | 5 | 5 | 4
 30 | 410 | 24 | 4 | 19 | 7 | 6 | 4
 40 | 590 | 32 | 4 | 24 | 8 | 6 | 5
 50 | 810 | 39 | 5 | 30 | 10 | 7 | 6
 60 | 1070 | 46 | 5 | 35 | 12 | 7 | 6
 70 | 1370 | 53 | 5 | 40 | 13 | 8 | 7
 80 | 1710 | 59 | 5 | 44 | 15 | 8 | 8
 90 | 2090 | 65 | 5 | 49 | 17 | 9 | 8
100 | 2510 | 72 | 6 | 53 | 18 | 9 | 9
=====
Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy:
[ ] | [2x] | [ ] | [Imm] | [ ] | [2x] | [ ] | [2x]
=====
Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie | Sleep
70% | 80% | 70% | 80% | 80% | 60% | 70% | 80%
-----
Slow | Stop | Reflect | Doom | Slow Pet | Float | Confuse | Drain
90% | 0% | 100% | 80% | 70% | 100% | 60% | 100%
-----
Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes
=====
DRAW: Lvl 1-19: Fire, Scan | DEVOUR: Tastes okay...
      Lvl 20-29: Fira, Scan | Tastes okay...
      Lvl 30+: Fira, Scan | Tastes okay...
=====
STEAL LIST: 50% | Card Common: Bite Bug | Card Rare: Elvoret
=====
Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance:
1-19|2x M-Stone Piece | 2x M-Stone Piece | 2x M-Stone Piece | 2x M-Stone Piece
20-29|2x Magic Stone | 2x Magic Stone | 2x Magic Stone | 2x Magic Stone

```



|                                                                                                                                                                                       |                  |                   |                   |                   |  |  |  |  |  |  |  |  |  |  |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------|-------------------|-------------------|-------------------|--|--|--|--|--|--|--|--|--|--|
| =====                                                                                                                                                                                 |                  |                   |                   | =====             |  |  |  |  |  |  |  |  |  |  |
| Lvl:                                                                                                                                                                                  | ~69.5% chance:   | ~20% chance:      | ~5.8% chance:     | ~4.7% chance:     |  |  |  |  |  |  |  |  |  |  |
| 1-19                                                                                                                                                                                  | 1x M-Stone Piece | 1x Betrayal Sword | 1x Coral Fragment | 1x Coral Fragment |  |  |  |  |  |  |  |  |  |  |
| 20-29                                                                                                                                                                                 | 2x Magic Stone   | 3x Magic Stone    | 2x Betrayal Sword | 1x Betrayal Sword |  |  |  |  |  |  |  |  |  |  |
| 30+                                                                                                                                                                                   | 1x Dynamo Stone  | 2x Dynamo Stone   | 3x Dynamo Stone   | 4x Dynamo Stone   |  |  |  |  |  |  |  |  |  |  |
| =====                                                                                                                                                                                 |                  |                   |                   | =====             |  |  |  |  |  |  |  |  |  |  |
| Scan Info: Becomes electrified when attacked with Thunder. Attacking it while electrified causes thunder damage.                                                                      |                  |                   |                   |                   |  |  |  |  |  |  |  |  |  |  |
| =====                                                                                                                                                                                 |                  |                   |                   |                   |  |  |  |  |  |  |  |  |  |  |
| Location(s): 1. Worldmap: Centra Plains.                                                                                                                                              |                  |                   |                   |                   |  |  |  |  |  |  |  |  |  |  |
| =====                                                                                                                                                                                 |                  |                   |                   |                   |  |  |  |  |  |  |  |  |  |  |
| Attacks: Thunder [Magical Attack, 1 Target or Self, Lightning Elemental]                                                                                                              |                  |                   |                   |                   |  |  |  |  |  |  |  |  |  |  |
| ----- Thundara [Magical Attack, 1 Target or Self, Lightning Elemental]                                                                                                                |                  |                   |                   |                   |  |  |  |  |  |  |  |  |  |  |
| Thundaga [Magical Attack, 1 Target or Self, Lightning Elemental]                                                                                                                      |                  |                   |                   |                   |  |  |  |  |  |  |  |  |  |  |
| {Slash} [Physical Attack, 1 Target, Extra damage when charged]                                                                                                                        |                  |                   |                   |                   |  |  |  |  |  |  |  |  |  |  |
| {Blitz charged itself up!} [After hit with a Lightning magic, this boosts Blitz' Str + Mag]                                                                                           |                  |                   |                   |                   |  |  |  |  |  |  |  |  |  |  |
|                                                                                                                                                                                       |                  |                   |                   |                   |  |  |  |  |  |  |  |  |  |  |
| Battle Notes: When Blitz is charged up, a character will suffer Lightning damage when attacking Blitz physically (Rinoa and Irvine are excluded, because they use long-range weapons) |                  |                   |                   |                   |  |  |  |  |  |  |  |  |  |  |
| =====                                                                                                                                                                                 |                  |                   |                   |                   |  |  |  |  |  |  |  |  |  |  |

|                                            |                  |                    |                                      |              |                      |                     |                |
|--------------------------------------------|------------------|--------------------|--------------------------------------|--------------|----------------------|---------------------|----------------|
| =====.                                     |                  |                    |                                      |              |                      |                     |                |
| Name: Blobra                               |                  |                    |                                      |              |                      |                     |                |
| =====o=====o=====.                         |                  |                    |                                      |              |                      |                     |                |
| Level Range: 1-100                         |                  | HP Range: 246-3840 |                                      |              | AP: 3                | EXP: 40 (+8)        |                |
| =====o=====o=====o=====o=====o=====o=====. |                  |                    |                                      |              |                      |                     |                |
| Level:                                     | HP:              | Strength:          | Vitality:                            | Magic:       | Spirit:              | Speed:              | Evasion:       |
| 1                                          | 246              | 8                  | 240                                  | 9            | 170                  | 6                   | 0              |
| 10                                         | 330              | 15                 | 240                                  | 23           | 171                  | 6                   | 1              |
| 20                                         | 480              | 22                 | 241                                  | 38           | 172                  | 7                   | 2              |
| 30                                         | 690              | 29                 | 241                                  | 53           | 173                  | 7                   | 3              |
| 40                                         | 960              | 36                 | 242                                  | 67           | 174                  | 7                   | 4              |
| 50                                         | 1290             | 43                 | 242                                  | 82           | 175                  | 8                   | 5              |
| 60                                         | 1680             | 49                 | 243                                  | 96           | 176                  | 8                   | 6              |
| 70                                         | 2130             | 56                 | 243                                  | 111          | 177                  | 9                   | 7              |
| 80                                         | 2640             | 62                 | 244                                  | 125          | 178                  | 9                   | 8              |
| 90                                         | 3210             | 68                 | 244                                  | 139          | 180                  | 9                   | 9              |
| 100                                        | 3840             | 74                 | 245                                  | 153          | 181                  | 10                  | 10             |
| =====o=====o=====o=====o=====o=====o=====. |                  |                    |                                      |              |                      |                     |                |
| Fire:                                      | Ice:             | Lightning:         | Earth:                               | Poison:      | Wind:                | Water:              | Holy:          |
| [ ]                                        | [ ]              | [ ]                | [ ]                                  | [ ]          | [ ]                  | [ ]                 | [ ]            |
| =====o=====o=====o=====o=====o=====o=====. |                  |                    |                                      |              |                      |                     |                |
| Death                                      | Poison           | Petrify            | Darkness                             | Silence      | Berserk              | Zombie              | Sleep          |
| 70%                                        | 80%              | 80%                | 80%                                  | 80%          | 60%                  | 70%                 | 100%           |
| -----                                      | -----            | -----              | -----                                | -----        | -----                | -----               | -----          |
| Slow                                       | Stop             | Reflect            | Doom                                 | Slow Pet     | Float                | Confuse             | Drain          |
| 90%                                        | 50%              | 100%               | 80%                                  | 70%          | ---                  | 40%                 | 100%           |
| -----                                      |                  |                    |                                      |              |                      |                     |                |
| Vit0: Yes                                  |                  | Blow Away: Yes     |                                      | Gravity: Yes |                      | LV Up/Down: Yes     |                |
|                                            |                  |                    |                                      |              |                      | The End: Yes        |                |
| =====                                      |                  |                    |                                      |              |                      |                     |                |
| DRAW: Lvl 1-19: Shell                      |                  |                    |                                      |              | DEVOUR: Delicious!!! |                     |                |
| Lvl 20-29: Shell, Blind, Berserk           |                  |                    |                                      |              | Delicious!!!         |                     |                |
| Lvl 30+: Shell, Reflect, Blind, Confuse    |                  |                    |                                      |              | Delicious!!!         |                     |                |
| =====                                      |                  |                    |                                      |              |                      |                     |                |
| STEAL LIST: 50%                            |                  |                    | Card Common: Blobra                  |              |                      | Card Rare: Grinaldo |                |
| =====o=====                                |                  |                    | =====o=====o=====o=====o=====o=====. |              |                      |                     |                |
| Lvl:                                       | ~69.5% chance:   |                    | ~20% chance:                         |              | ~5.8% chance:        |                     | ~4.7% chance:  |
| 1-19                                       | 2x M-Stone Piece |                    | 4x M-Stone Piece                     |              | 1x Rune Armlet       |                     | 1x Rune Armlet |



```

| Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: No! |
|=====|
| DRAW: Lvl 1-19: Zombie, Float | DEVOUR: It's rotten... |
| Lvl 20-29: Zombie, Float, Silence | It's rotten... |
| Lvl 30+: Zombie, Float, Silence, Dispel | It's rotten... |
|=====|
| STEAL LIST: 50% | Card Common: Blood Soul | Card Rare: Abadon |
|=====O=====O=====O=====|
| Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance: |
| 1-19 | 2x M-Stone Piece | 4x M-Stone Piece | 1x Rune Armlet | 1x Rune Armlet |
| 20-29 | 4x Magic Stone | 4x Magic Stone | 1x Rune Armlet | 1x Rune Armlet |
| 30+ | 8x Wizard Stone | 8x Wizard Stone | 1x Rune Armlet | 1x Rune Armlet |
|=====|
| DROPS LIST: 75% | Card Drop: Blood Soul |
|=====O=====O=====O=====|
| Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance: |
| 1-19 | 2x M-Stone Piece | 4x M-Stone Piece | 6x M-Stone Piece | 1x Rune Armlet |
| 20-29 | 2x Magic Stone | 4x Magic Stone | 1x Rune Armlet | 1x Rune Armlet |
| 30+ | 3x Wizard Stone | 5x Wizard Stone | 1x Rune Armlet | 1x Rune Armlet |
|=====O=====O=====O=====|
| Scan Info: Floats with gas that fills its body. Looks weak, but its |
| status-changing attacks may prove otherwise. |
|=====|
| Location(s): 1. Worldmap: Winhill Bluffs. |
|=====|
| Attacks: Blind [Change Status, 1 Target, Inflicts Blind] |
| ----- Zombie [Change Status, 1 Target, Inflicts Zombie] |
| Regen [Change Status, 1 Target (with Zombie), Inflicts Regen] |
| Cura [Magical Recovery, 1 Target (with Zombie)] |
| Curaga [Magical Recovery, 1 Target (with Zombie)] |
| Berserk [Change Status, 1 Target, Inflicts Berserk] |
| Silence [Change Status, 1 Target, Inflicts Silence] |
| Sleep [Change Status, 1 Target, Inflicts Sleep] |
| Dispel [Change Status, 1 Targets, Removes good statuses] |
| {Bite} [Physical Attack, 1 Target] |
| Disease Breath [Magical Attack, 1 Target, Inflicts Silence] |
| Breath of Death [Magical Attack, 1 Target] |
|=====|

```

```

.=====
| Name: Blue Dragon |
|=====O=====O=====O=====
| Level Range: 1-100 | HP Range: 236-41000 | AP: 6 | EXP: 100 (+20) |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
| 1 | 236 | 15 | 71 | 27 | 120 | 5 | 0 |
| 10 | 2525 | 29 | 76 | 46 | 125 | 8 | 1 |
| 20 | 5400 | 45 | 82 | 67 | 130 | 10 | 1 |
| 30 | 8625 | 60 | 88 | 87 | 135 | 13 | 2 |
| 40 | 12200 | 76 | 95 | 108 | 140 | 15 | 3 |
| 50 | 16125 | 91 | 101 | 128 | 145 | 18 | 3 |
| 60 | 20400 | 107 | 107 | 148 | 150 | 20 | 4 |
| 70 | 25025 | 122 | 113 | 167 | 155 | 23 | 4 |
| 80 | 30000 | 137 | 120 | 187 | 160 | 25 | 5 |
| 90 | 35325 | 151 | 126 | 206 | 165 | 28 | 6 |
| 100 | 41000 | 166 | 132 | 225 | 170 | 30 | 6 |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy: |
| [ ] | [2x] | [ ] | [ ] | [-1x] | [ ] | [ ] | [ ] |
|=====O=====O=====O=====O=====O=====O=====O=====|

```





|                                                 |        |                |          |                                 |         |                 |       |
|-------------------------------------------------|--------|----------------|----------|---------------------------------|---------|-----------------|-------|
| =====o=====o=====o=====o=====o=====o=====o===== |        |                |          |                                 |         |                 |       |
| Fire:                                           | Ice:   | Lightning:     | Earth:   | Poison:                         | Wind:   | Water:          | Holy: |
| [-1x]                                           | [3x]   | [ ]            | [Imm]    | [ ]                             | [1.5x]  | [ ]             | [ ]   |
| =====o=====o=====o=====o=====o=====o=====o===== |        |                |          |                                 |         |                 |       |
| Death                                           | Poison | Petrify        | Darkness | Silence                         | Berserk | Zombie          | Sleep |
| ---                                             | 80%    | 40%            | 80%      | 80%                             | 60%     | 70%             | 80%   |
| ----- ----- ----- ----- ----- ----- ----- ----- |        |                |          |                                 |         |                 |       |
| Slow                                            | Stop   | Reflect        | Doom     | Slow Pet                        | Float   | Confuse         | Drain |
| 90%                                             | 50%    | 100%           | ---      | 40%                             | ---     | 0%              | 100%  |
| ----- ----- ----- ----- ----- ----- ----- ----- |        |                |          |                                 |         |                 |       |
| Vit0: Yes                                       |        | Blow Away: Yes |          | Gravity: Yes                    |         | LV Up/Down: Yes |       |
|                                                 |        |                |          |                                 |         | The End: Yes    |       |
| =====                                           |        |                |          |                                 |         |                 |       |
| DRAW: Lvl 1-19: Fire                            |        |                |          | DEVOUR: Shouldn't have eaten it |         |                 |       |

|                                       |  |                         |
|---------------------------------------|--|-------------------------|
| Lvl 20-29: Fire, Fira                 |  | Shouldn't have eaten it |
| Lvl 30+: Fire, Fira, Firaga, Meltdown |  | Shouldn't have eaten it |

|                                     |                   |                   |
|-------------------------------------|-------------------|-------------------|
| STEAL LIST: 50%                     | Card Common: Bomb | Card Rare: Krysta |
| =====o=====o=====o=====o=====o===== |                   |                   |
| Lvl: ~69.5% chance:                 | ~20% chance:      | ~5.8% chance:     |
| 1-19 1x Bomb Fragment               | 1x Bomb Fragment  | 2x Bomb Fragment  |
| 20-29 2x Bomb Fragment              | 2x Bomb Fragment  | 3x Bomb Fragment  |
| 30+ 2x Bomb Fragment                | 2x Bomb Fragment  | 1x Bomb Spirit    |

|                                     |                  |
|-------------------------------------|------------------|
| DROPS LIST: 25%                     | Card Drop: Bomb  |
| =====o=====o=====o=====o=====o===== |                  |
| Lvl: ~69.5% chance:                 | ~20% chance:     |
| 1-19 1x M-Stone Piece               | 2x M-Stone Piece |
| 20-29 1x Bomb Fragment              | 2x Bomb Fragment |
| 30+ 2x Bomb Fragment                | 3x Bomb Fragment |

Scan Info: A monster powered by fire. Usually calm, but still a dangerous monster that becomes gigantic or explodes when attacked. [Fly Monster]

Location(s): 1. Fire Cavern.

Attacks: {Bomb-butt} [Physical Attack, 1 Target,deals more damage when grown]  
 ----- Fire [Magical Attack, 1 Target]  
 {Grow} [When attacked, can use 'Grow', increases Str + Mag, after using 'Grow' twice it will use Suicide]  
 Suicide [Used after grown twice, Approx Damage = Bomb's Max HP \* 2, Accuracy = 255% thus cannot miss]

=====.

|            |  |              |
|------------|--|--------------|
| Name: Buel |  | FLYING ENEMY |
|------------|--|--------------|

|                    |  |                   |  |       |  |             |
|--------------------|--|-------------------|--|-------|--|-------------|
| Level Range: 1-100 |  | HP Range: 43-1840 |  | AP: 1 |  | EXP: 5 (+1) |
|--------------------|--|-------------------|--|-------|--|-------------|

|                                     |      |           |           |        |         |        |          |
|-------------------------------------|------|-----------|-----------|--------|---------|--------|----------|
| =====o=====o=====o=====o=====o===== |      |           |           |        |         |        |          |
| Level:                              | HP:  | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
| 1                                   | 43   | 1         | 1         | 3      | 200     | 10     | 0        |
| 10                                  | 85   | 6         | 1         | 24     | 201     | 11     | 0        |
| 20                                  | 160  | 10        | 2         | 47     | 202     | 11     | 1        |
| 30                                  | 265  | 15        | 2         | 70     | 203     | 12     | 1        |
| 40                                  | 400  | 19        | 3         | 93     | 205     | 13     | 1        |
| 50                                  | 565  | 24        | 4         | 115    | 206     | 14     | 2        |
| 60                                  | 760  | 28        | 4         | 138    | 207     | 14     | 2        |
| 70                                  | 985  | 32        | 5         | 160    | 208     | 15     | 3        |
| 80                                  | 1240 | 36        | 6         | 183    | 210     | 16     | 3        |
| 90                                  | 1525 | 39        | 6         | 205    | 211     | 16     | 3        |

|                                                                                                              |                  |                                                                      |                  |                        |                  |               |       |
|--------------------------------------------------------------------------------------------------------------|------------------|----------------------------------------------------------------------|------------------|------------------------|------------------|---------------|-------|
| 100                                                                                                          | 1840             | 43                                                                   | 7                | 227                    | 212              | 17            | 4     |
| =====o=====o=====o=====o=====o=====o=====o=====                                                              |                  |                                                                      |                  |                        |                  |               |       |
| Fire:                                                                                                        | Ice:             | Lightning:                                                           | Earth:           | Poison:                | Wind:            | Water:        | Holy: |
| [ ]                                                                                                          | [ ]              | [ ]                                                                  | [Imm]            | [ ]                    | [2x]             | [ ]           | [x2]  |
| =====o=====o=====o=====o=====o=====o=====o=====                                                              |                  |                                                                      |                  |                        |                  |               |       |
| Death                                                                                                        | Poison           | Petrify                                                              | Darkness         | Silence                | Berserk          | Zombie        | Sleep |
| 70%                                                                                                          | 80%              | 70%                                                                  | 80%              | 80%                    | 60%              | 70%           | 80%   |
| -----                                                                                                        |                  |                                                                      |                  |                        |                  |               |       |
| Slow                                                                                                         | Stop             | Reflect                                                              | Doom             | Slow Pet               | Float            | Confuse       | Drain |
| 90%                                                                                                          | 50%              | 100%                                                                 | 80%              | 70%                    | 100%             | 60%           | 100%  |
| -----                                                                                                        |                  |                                                                      |                  |                        |                  |               |       |
| Vit0: Yes   Blow Away: Yes   Gravity: Yes   LV Up/Down: Yes   The End: Yes                                   |                  |                                                                      |                  |                        |                  |               |       |
| =====                                                                                                        |                  |                                                                      |                  |                        |                  |               |       |
| DRAW: Lvl 1-19: Fire, Thunder, Blizzard                                                                      |                  |                                                                      |                  | DEVOUR: Tastes okay... |                  |               |       |
| Lvl 20-29: Fira, Thundara, Blizzara                                                                          |                  |                                                                      |                  | Tastes okay...         |                  |               |       |
| Lvl 30+: Firaga, Thundaga, Blizzaga                                                                          |                  |                                                                      |                  | Tastes okay...         |                  |               |       |
| =====                                                                                                        |                  |                                                                      |                  |                        |                  |               |       |
| STEAL LIST: 50%                                                                                              |                  | Card Common: Buel                                                    |                  | Card Rare: Krysta      |                  |               |       |
| =====o=====                                                                                                  |                  | =====o=====                                                          |                  | =====o=====            |                  |               |       |
| Lvl:   ~69.5% chance:                                                                                        |                  | ~20% chance:                                                         |                  | ~5.8% chance:          |                  | ~4.7% chance: |       |
| 1-19                                                                                                         | 2x M-Stone Piece | 2x M-Stone Stone                                                     | 3x M-Stone Piece | 3x M-Stone Piece       | 3x M-Stone Piece |               |       |
| 20-29                                                                                                        | 2x Magic Stone   | 2x Magic Stone                                                       | 3x Magic Stone   | 1x Circlet             | 1x Circlet       |               |       |
| 30+                                                                                                          | 2x Wizard Stone  | 2x Wizard Stone                                                      | 1x Circlet       | 1x Circlet             |                  |               |       |
| =====                                                                                                        |                  |                                                                      |                  |                        |                  |               |       |
| DROPS LIST: 25%                                                                                              |                  | Card Drop: Buel                                                      |                  |                        |                  |               |       |
| =====o=====                                                                                                  |                  | =====o=====                                                          |                  | =====o=====            |                  |               |       |
| Lvl:   ~69.5% chance:                                                                                        |                  | ~20% chance:                                                         |                  | ~5.8% chance:          |                  | ~4.7% chance: |       |
| 1-19                                                                                                         | 2x M-Stone Piece | 1x M-Stone Piece                                                     | 2x M-Stone Piece | 3x M-Stone Piece       | 3x M-Stone Piece |               |       |
| 20-29                                                                                                        | 1x Magic Stone   | 1x Magic Stone                                                       | 2x Magic Stone   | 3x Magic Stone         |                  |               |       |
| 30+                                                                                                          | 1x Wizard Stone  | 1x Wizard Stone                                                      | 2x Wizard Stone  | 3x Wizard Stone        |                  |               |       |
| =====o=====o=====o=====o=====                                                                                |                  |                                                                      |                  |                        |                  |               |       |
| Scan Info: Any magic attacks are almost completely ineffective. However, very weak against physical attacks. |                  |                                                                      |                  |                        |                  |               |       |
| =====                                                                                                        |                  |                                                                      |                  |                        |                  |               |       |
| Location(s): 1. Fire Cavern.                                                                                 |                  |                                                                      |                  |                        |                  |               |       |
| =====                                                                                                        |                  |                                                                      |                  |                        |                  |               |       |
| Attacks: {Wing Slash} [Physical Attack, 1 Target]                                                            |                  |                                                                      |                  |                        |                  |               |       |
| -----                                                                                                        | Thunder          | [Magical Attack, 1 Target]                                           |                  |                        |                  |               |       |
|                                                                                                              | Thundara         | [Magical Attack, 1 Target]                                           |                  |                        |                  |               |       |
|                                                                                                              | Thundaga         | [Magical Attack, 1 Target]                                           |                  |                        |                  |               |       |
|                                                                                                              | Fire             | [Magical Attack, 1 Target]                                           |                  |                        |                  |               |       |
|                                                                                                              | Fira             | [Magical Attack, 1 Target]                                           |                  |                        |                  |               |       |
|                                                                                                              | Firaga           | [Magical Attack, 1 Target]                                           |                  |                        |                  |               |       |
|                                                                                                              | Reflect          | [Change Status, 1 Target-Self, inflicts Reflect]                     |                  |                        |                  |               |       |
|                                                                                                              | Death            | [Change Status, 1 Target, Can use as a Final Attack, Inflicts Death] |                  |                        |                  |               |       |
| -----                                                                                                        |                  |                                                                      |                  |                        |                  |               |       |

|                                                  |     |                    |           |        |         |             |          |
|--------------------------------------------------|-----|--------------------|-----------|--------|---------|-------------|----------|
| .=====.                                          |     |                    |           |        |         |             |          |
| Name: Cactuar                                    |     |                    |           |        |         |             |          |
| =====o=====o=====o=====o=====o=====o=====o=====. |     |                    |           |        |         |             |          |
| Level Range: 1-100                               |     | HP Range: 202-1400 |           |        | AP: 20  | EXP: 1 (+1) |          |
| =====o=====o=====o=====o=====o=====o=====o=====  |     |                    |           |        |         |             |          |
| Level:                                           | HP: | Strength:          | Vitality: | Magic: | Spirit: | Speed:      | Evasion: |
| 1                                                | 202 | 2                  | 16        | 5      | 254     | 8           | 100      |
| 10                                               | 230 | 5                  | 31        | 19     | 254     | 9           | 100      |
| 20                                               | 280 | 9                  | 49        | 33     | 254     | 11          | 100      |
| 30                                               | 350 | 12                 | 66        | 47     | 254     | 12          | 100      |
| 40                                               | 440 | 15                 | 84        | 60     | 254     | 13          | 100      |
| 50                                               | 550 | 17                 | 101       | 73     | 254     | 14          | 100      |

|                                                                                                                 |                 |                             |                 |                        |         |         |       |
|-----------------------------------------------------------------------------------------------------------------|-----------------|-----------------------------|-----------------|------------------------|---------|---------|-------|
| 60                                                                                                              | 680             | 20                          | 119             | 86                     | 254     | 16      | 100   |
| 70                                                                                                              | 830             | 22                          | 136             | 99                     | 254     | 17      | 100   |
| 80                                                                                                              | 1000            | 24                          | 154             | 111                    | 254     | 18      | 100   |
| 90                                                                                                              | 1190            | 25                          | 171             | 123                    | 254     | 19      | 100   |
| 100                                                                                                             | 1400            | 27                          | 189             | 134                    | 254     | 21      | 100   |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                 |                 |                             |                 |                        |         |         |       |
| Fire:                                                                                                           | Ice:            | Lightning:                  | Earth:          | Poison:                | Wind:   | Water:  | Holy: |
| [ ]                                                                                                             | [ ]             | [ ]                         | [ ]             | [ ]                    | [ ]     | [2.9x]  | [ ]   |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                 |                 |                             |                 |                        |         |         |       |
| Death                                                                                                           | Poison          | Petrify                     | Darkness        | Silence                | Berserk | Zombie  | Sleep |
| ---                                                                                                             | 80%             | 70%                         | 80%             | 80%                    | ---     | ---     | 80%   |
| -----                                                                                                           | -----           | -----                       | -----           | -----                  | -----   | -----   | ----- |
| Slow                                                                                                            | Stop            | Reflect                     | Doom            | Slow Pet               | Float   | Confuse | Drain |
| 90%                                                                                                             | 50%             | 100%                        | 80%             | 70%                    | 100%    | ---     | 100%  |
| -----                                                                                                           | -----           | -----                       | -----           | -----                  | -----   | -----   | ----- |
| Vit0: Yes   Blow Away: No   Gravity: Yes   LV Up/Down: Yes   The End: Yes                                       |                 |                             |                 |                        |         |         |       |
| =====                                                                                                           |                 |                             |                 |                        |         |         |       |
| DRAW: Lvl 1-19: Haste                                                                                           |                 |                             |                 | DEVOUR: Tastes okay... |         |         |       |
| Lvl 20-29: Haste                                                                                                |                 |                             |                 | Delicious!!!           |         |         |       |
| Lvl 30+: Haste                                                                                                  |                 |                             |                 | Refreshing!            |         |         |       |
| =====                                                                                                           |                 |                             |                 |                        |         |         |       |
| STEAL LIST: 50%                                                                                                 |                 | Card Common: Cactuar        |                 | Card Rare: Gerogero    |         |         |       |
| =====o=====                                                                                                     |                 | =====o=====                 |                 | =====o=====            |         |         |       |
| Lvl:                                                                                                            | ~69.5% chance:  | ~20% chance:                | ~5.8% chance:   | ~4.7% chance:          |         |         |       |
| 1-19                                                                                                            | 2x Cactus Thorn | 2x Cactus Thorn             | 2x Cactus Thorn | 2x Cactus Thorn        |         |         |       |
| 20-29                                                                                                           | 2x Cactus Thorn | 2x Cactus Thorn             | 3x Cactus Thorn | 3x Cactus Thorn        |         |         |       |
| 30+                                                                                                             | 3x Cactus Thorn | 3x Cactus Thorn             | 4x Cactus Thorn | 4x Cactus Thorn        |         |         |       |
| =====                                                                                                           |                 |                             |                 |                        |         |         |       |
| DROPS LIST: 100%                                                                                                |                 | Card Drop: Cactuar          |                 |                        |         |         |       |
| =====o=====                                                                                                     |                 | =====o=====                 |                 | =====o=====            |         |         |       |
| Lvl:                                                                                                            | ~69.5% chance:  | ~20% chance:                | ~5.8% chance:   | ~4.7% chance:          |         |         |       |
| 1-19                                                                                                            | 1x Cactus Thorn | 2x Cactus Thorn             | 3x Cactus Thorn | 2x Lightweight         |         |         |       |
| 20-29                                                                                                           | 1x Cactus Thorn | 2x Cactus Thorn             | 4x Cactus Thorn | 4x Lightweight         |         |         |       |
| 30+                                                                                                             | 2x Cactus Thorn | 3x Cactus Thorn             | 4x Cactus Thorn | 1x Jet Engine          |         |         |       |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                 |                 |                             |                 |                        |         |         |       |
| Scan Info: A speedy cactus of the desert. Damage always amounts to 1,000 with its special skill, 1,000 Needles. |                 |                             |                 |                        |         |         |       |
| =====                                                                                                           |                 |                             |                 |                        |         |         |       |
| Location(s): 1. Worldmap: Cactus Island (also part of Kashkabald Desert)                                        |                 |                             |                 |                        |         |         |       |
| =====                                                                                                           |                 |                             |                 |                        |         |         |       |
| Attacks: 1000 Needles [Physical Attack, 1 Target, 1000 Fixed Damage]                                            |                 |                             |                 |                        |         |         |       |
| -----                                                                                                           | {Mystery Kick}  | [Physical Attack, 1 Target] |                 |                        |         |         |       |
|                                                                                                                 | {Escape}        | [Escapes from battle]       |                 |                        |         |         |       |
| =====                                                                                                           |                 |                             |                 |                        |         |         |       |

.=====.

|Name: Caterchipillar |

|                                                 |      |                    |           |        |         |              |          |
|-------------------------------------------------|------|--------------------|-----------|--------|---------|--------------|----------|
| =====o=====o=====o=====o=====o=====o=====o===== |      |                    |           |        |         |              |          |
| Level Range: 1-100                              |      | HP Range: 172-7360 |           | AP: 2  |         | EXP: 28 (+5) |          |
| =====o=====o=====o=====o=====o=====o=====o===== |      |                    |           |        |         |              |          |
| Level:                                          | HP:  | Strength:          | Vitality: | Magic: | Spirit: | Speed:       | Evasion: |
| 1                                               | 172  | 10                 | 2         | 7      | 18      | 4            | 0        |
| 10                                              | 340  | 19                 | 8         | 23     | 18      | 5            | 0        |
| 20                                              | 640  | 27                 | 15        | 40     | 19      | 5            | 1        |
| 30                                              | 1060 | 36                 | 21        | 58     | 19      | 6            | 1        |
| 40                                              | 1600 | 44                 | 29        | 75     | 20      | 7            | 1        |
| 50                                              | 2260 | 53                 | 36        | 92     | 20      | 8            | 2        |
| 60                                              | 3040 | 61                 | 42        | 108    | 21      | 8            | 2        |
| 70                                              | 3940 | 69                 | 50        | 125    | 21      | 9            | 3        |
| 80                                              | 4960 | 76                 | 57        | 142    | 22      | 10           | 3        |

|                                                                            |                                                                  |                                                 |                  |                      |                  |         |                  |
|----------------------------------------------------------------------------|------------------------------------------------------------------|-------------------------------------------------|------------------|----------------------|------------------|---------|------------------|
| 90                                                                         | 6100                                                             | 84                                              | 63               | 158                  | 22               | 10      | 3                |
| 100                                                                        | 7360                                                             | 91                                              | 71               | 174                  | 23               | 11      | 4                |
| =====o=====o=====o=====o=====o=====o=====o=====                            |                                                                  |                                                 |                  |                      |                  |         |                  |
| Fire:                                                                      | Ice:                                                             | Lightning:                                      | Earth:           | Poison:              | Wind:            | Water:  | Holy:            |
| [1.5x]                                                                     | [x2]                                                             | [ ]                                             | [0.5x]           | [ ]                  | [ ]              | [ ]     | [ ]              |
| =====o=====o=====o=====o=====o=====o=====o=====                            |                                                                  |                                                 |                  |                      |                  |         |                  |
| Death                                                                      | Poison                                                           | Petrify                                         | Darkness         | Silence              | Berserk          | Zombie  | Sleep            |
| 70%                                                                        | 80%                                                              | 70%                                             | 80%              | 80%                  | 60%              | 70%     | 80%              |
| -----                                                                      | -----                                                            | -----                                           | -----            | -----                | -----            | -----   | -----            |
| Slow                                                                       | Stop                                                             | Reflect                                         | Doom             | Slow Pet             | Float            | Confuse | Drain            |
| ---                                                                        | ---                                                              | 100%                                            | 80%              | 70%                  | 100%             | 60%     | 100%             |
| -----                                                                      |                                                                  |                                                 |                  |                      |                  |         |                  |
| Vit0: Yes   Blow Away: Yes   Gravity: Yes   LV Up/Down: Yes   The End: Yes |                                                                  |                                                 |                  |                      |                  |         |                  |
| =====                                                                      |                                                                  |                                                 |                  |                      |                  |         |                  |
| DRAW: Lvl 1-19: Thunder, Cure                                              |                                                                  |                                                 |                  | DEVOUR: Delicious!!! |                  |         |                  |
| Lvl 20-29: Thundara, Cura, Slow                                            |                                                                  |                                                 |                  | Delicious!!!         |                  |         |                  |
| Lvl 30+: Thundaga, Curaga, Slow, Stop                                      |                                                                  |                                                 |                  | Delicious!!!         |                  |         |                  |
| =====                                                                      |                                                                  |                                                 |                  |                      |                  |         |                  |
| STEAL LIST: 50%                                                            |                                                                  | Card Common: Caterchipillar   Card Rare: Trauma |                  |                      |                  |         |                  |
| =====o=====o=====o=====o=====o=====o=====o=====                            |                                                                  |                                                 |                  |                      |                  |         |                  |
| Lvl:                                                                       | ~69.5% chance:                                                   |                                                 | ~20% chance:     |                      | ~5.8% chance:    |         | ~4.7% chance:    |
| 1-19                                                                       | 1x Spider Web                                                    |                                                 | 1x Spider Web    |                      | 1x Spider Web    |         | 1x Spider Web    |
| 20-29                                                                      | 2x Spider Web                                                    |                                                 | 2x Spider Web    |                      | 2x Spider Web    |         | 2x Spider Web    |
| 30+                                                                        | 4x Spider Web                                                    |                                                 | 4x Spider Web    |                      | 4x Spider Web    |         | 4x Spider Web    |
| =====                                                                      |                                                                  |                                                 |                  |                      |                  |         |                  |
| DROPS LIST: 75%                                                            |                                                                  | Card Drop: Caterchipillar                       |                  |                      |                  |         |                  |
| =====o=====o=====o=====o=====o=====o=====o=====                            |                                                                  |                                                 |                  |                      |                  |         |                  |
| Lvl:                                                                       | ~69.5% chance:                                                   |                                                 | ~20% chance:     |                      | ~5.8% chance:    |         | ~4.7% chance:    |
| 1-19                                                                       | 1x Spider Web                                                    |                                                 | 1x M-Stone Piece |                      | 1x M-Stone Piece |         | 2x M-Stone Piece |
| 20-29                                                                      | 2x Spider Web                                                    |                                                 | 1x Magic Stone   |                      | 2x Magic Stone   |         | 2x Magic Stone   |
| 30+                                                                        | 4x Spider Web                                                    |                                                 | 4x Spider Web    |                      | 8x Wizard Stone  |         | 8x Wizard Stone  |
| =====o=====o=====o=====o=====o=====o=====o=====                            |                                                                  |                                                 |                  |                      |                  |         |                  |
| Scan Info: Uses an attack called Ultra Waves that damages all enemies.     |                                                                  |                                                 |                  |                      |                  |         |                  |
| =====                                                                      |                                                                  |                                                 |                  |                      |                  |         |                  |
| Location(s): 1. World Map: Acauld Plains (Forests).                        |                                                                  |                                                 |                  |                      |                  |         |                  |
| =====                                                                      |                                                                  |                                                 |                  |                      |                  |         |                  |
| Attacks: {Tail Bash} [Physical Attack, 1 Target]                           |                                                                  |                                                 |                  |                      |                  |         |                  |
| -----                                                                      | {Head Bash} [Physical Attack, 1 Target]                          |                                                 |                  |                      |                  |         |                  |
|                                                                            | Sticky Web [Change Status, Inflicts Stop]                        |                                                 |                  |                      |                  |         |                  |
|                                                                            | Ultra Waves [Blue Magic, All Targets, Damage + Inflicts Berserk] |                                                 |                  |                      |                  |         |                  |
| =====                                                                      |                                                                  |                                                 |                  |                      |                  |         |                  |

|                   |        |            |           |         |         |        |          |                       |        |        |
|-------------------|--------|------------|-----------|---------|---------|--------|----------|-----------------------|--------|--------|
| Name: Catoblepas  |        |            |           |         |         |        |          | {BOSS-50}             |        |        |
| Level Range: 1-57 |        |            |           |         |         |        |          | HP Range: 10500-38500 | AP: 30 | EXP: 0 |
| Level:            | HP:    | Strength:  | Vitality: | Magic:  | Spirit: | Speed: | Evasion: |                       |        |        |
| 1                 | 10500  | 7          | 4         | 65      | 2       | 26     | 0        |                       |        |        |
| 10                | 15000  | 29         | 11        | 83      | 6       | 28     | 1        |                       |        |        |
| 20                | 20000  | 53         | 19        | 102     | 12      | 30     | 1        |                       |        |        |
| 30                | 25000  | 78         | 26        | 122     | 17      | 32     | 2        |                       |        |        |
| 40                | 30000  | 102        | 34        | 141     | 23      | 34     | 2        |                       |        |        |
| 50                | 35000  | 126        | 42        | 160     | 28      | 35     | 3        |                       |        |        |
| 57                | 38500  | 143        | 46        | 173     | 32      | 37     | 3        |                       |        |        |
| Fire:             | Ice:   | Lightning: | Earth:    | Poison: | Wind:   | Water: | Holy:    |                       |        |        |
| [ ]               | [ ]    | [-1x]      | [2x]      | [ ]     | [ ]     | [2x]   | [ ]      |                       |        |        |
| Death             | Poison | Petrify    | Darkness  | Silence | Berserk | Zombie | Sleep    |                       |        |        |

|                                                                                                               |                                                                                                                       |                      |       |               |                       |               |       |
|---------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------|----------------------|-------|---------------|-----------------------|---------------|-------|
| ---                                                                                                           | ---                                                                                                                   | ---                  | 60%   | ---           | ---                   | ---           | ---   |
| -----                                                                                                         | -----                                                                                                                 | -----                | ----- | -----         | -----                 | -----         | ----- |
| Slow<br>20%                                                                                                   | Stop                                                                                                                  | Reflect              | Doom  | Slow Pet      | Float                 | Confuse       | Drain |
| ---                                                                                                           | ---                                                                                                                   | ---                  | ---   | ---           | ---                   | ---           | ---   |
| -----                                                                                                         |                                                                                                                       |                      |       |               |                       |               |       |
| Vit0: Yes   Blow Away: No   Gravity: No   LV Up/Down: No   The End: Yes                                       |                                                                                                                       |                      |       |               |                       |               |       |
| =====                                                                                                         |                                                                                                                       |                      |       |               |                       |               |       |
| DRAW: Lvl 1-19: Meteor, Alexander                                                                             |                                                                                                                       |                      |       |               | DEVOUR: Cannot Devour |               |       |
| Lvl 20-29: Meteor, Alexander                                                                                  |                                                                                                                       |                      |       |               |                       |               |       |
| Lvl 30+: Meteor, Alexander                                                                                    |                                                                                                                       |                      |       |               |                       |               |       |
| =====                                                                                                         |                                                                                                                       |                      |       |               |                       |               |       |
| STEAL LIST: ---                                                                                               |                                                                                                                       | Card Mod Common: --- |       |               | Card Mod Rare: ---    |               |       |
| =====                                                                                                         |                                                                                                                       |                      |       |               |                       |               |       |
| DROPS LIST: 100%                                                                                              |                                                                                                                       | Card Drop: ---       |       |               |                       |               |       |
| =====O=====                                                                                                   |                                                                                                                       |                      |       |               |                       |               |       |
| Lvl:  ~69.5% chance:                                                                                          |                                                                                                                       | ~20% chance:         |       | ~5.8% chance: |                       | ~4.7% chance: |       |
| 1-19                                                                                                          | 1x Status Atk                                                                                                         | 1x Status Atk        |       | 1x Status Atk |                       | 1x Status Atk |       |
| 20-29                                                                                                         | 1x Status Atk                                                                                                         | 1x Status Atk        |       | 1x Status Atk |                       | 1x Status Atk |       |
| 30+                                                                                                           | 1x Status Atk                                                                                                         | 1x Status Atk        |       | 1x Status Atk |                       | 1x Status Atk |       |
| =====O=====O=====O=====O=====                                                                                 |                                                                                                                       |                      |       |               |                       |               |       |
| Scan Info: Uses magic as well as physical attacks. Its skill with Thunder magic allows it to increase damage. |                                                                                                                       |                      |       |               |                       |               |       |
| =====                                                                                                         |                                                                                                                       |                      |       |               |                       |               |       |
| Location(s): 1. Ultimecia Castle (Treasure Room).                                                             |                                                                                                                       |                      |       |               |                       |               |       |
| =====                                                                                                         |                                                                                                                       |                      |       |               |                       |               |       |
| Attacks: {Claw} [Physical Attack, 1 Target]                                                                   |                                                                                                                       |                      |       |               |                       |               |       |
| -----                                                                                                         | Deadly Horn [Physical Attack, 1 Target, If it hits: 100% Critical]                                                    |                      |       |               |                       |               |       |
|                                                                                                               | Thundaga [Magical Attack, 1 Target, Lightning Elemental]                                                              |                      |       |               |                       |               |       |
|                                                                                                               | Thunder Summon [Magical Attack, All Targets, Lightning Elemental, Ignores Defense, Used after using Thundaga 3 times] |                      |       |               |                       |               |       |
|                                                                                                               | Meteor [Magical Attack, 10 hits, Used as Final Attack]                                                                |                      |       |               |                       |               |       |
| Battle Notes: In the Japanese Version, Catoblepas' HP Range is 10500-60000.                                   |                                                                                                                       |                      |       |               |                       |               |       |
| =====                                                                                                         |                                                                                                                       |                      |       |               |                       |               |       |

|                                  |        |                      |           |             |                       |                |          |           |
|----------------------------------|--------|----------------------|-----------|-------------|-----------------------|----------------|----------|-----------|
| Name: Cerberus                   |        |                      |           |             |                       |                |          | {BOSS-30} |
| Level Range: 1-30                |        | HP Range: 7100-10000 |           |             | AP: 30                | EXP: 0         |          |           |
| Level:                           | HP:    | Strength:            | Vitality: | Magic:      | Spirit:               | Speed:         | Evasion: |           |
| 1                                | 7100   | 27                   | 11        | 55          | 101                   | 11             | 5        |           |
| 10                               | 8000   | 50                   | 20        | 101         | 113                   | 20             | 6        |           |
| 20                               | 9000   | 75                   | 30        | 152         | 125                   | 29             | 7        |           |
| 30                               | 10000  | 99                   | 40        | 202         | 138                   | 38             | 7        |           |
| Fire:                            | Ice:   | Lightning:           | Earth:    | Poison:     | Wind:                 | Water:         | Holy:    |           |
| [ ]                              | [ ]    | [-1x]                | [ ]       | [ ]         | [Imm]                 | [ ]            | [ ]      |           |
| Death                            | Poison | Petrify              | Darkness  | Silence     | Berserk               | Zombie         | Sleep    |           |
| ---                              | ---    | ---                  | ---       | ---         | ---                   | ---            | ---      |           |
| Slow                             | Stop   | Reflect              | Doom      | Slow Pet    | Float                 | Confuse        | Drain    |           |
| ---                              | ---    | ---                  | ---       | ---         | ---                   | ---            | 80%      |           |
| Vit0: Yes                        |        | Blow Away: No        |           | Gravity: No |                       | LV Up/Down: No |          |           |
| The End: Yes                     |        |                      |           |             |                       |                |          |           |
| DRAW: Lvl 1-19: Quake, Double    |        |                      |           |             | DEVOUR: Cannot Devour |                |          |           |
| Lvl 20-29: Quake, Double, Triple |        |                      |           |             |                       |                |          |           |
| Lvl 30: Quake, Double, Triple    |        |                      |           |             |                       |                |          |           |

|                                                                                                                          |                 |                                                                                                    |                 |                    |
|--------------------------------------------------------------------------------------------------------------------------|-----------------|----------------------------------------------------------------------------------------------------|-----------------|--------------------|
| =====                                                                                                                    |                 |                                                                                                    |                 |                    |
| STEAL LIST:                                                                                                              |                 | Card Mod Common: ---                                                                               |                 | Card Mod Rare: --- |
| =====O=====                                                                                                              |                 | =====O=====                                                                                        |                 | O=====             |
| Lvl:                                                                                                                     | ~69.5% chance:  | ~20% chance:                                                                                       | ~5.8% chance:   | ~4.7% chance:      |
| 1-19                                                                                                                     | 1x Spd-J Scroll | 1x Spd-J Scroll                                                                                    | 1x Spd-J Scroll | 1x Spd-J Scroll    |
| 20-29                                                                                                                    | 1x Spd-J Scroll | 1x Spd-J Scroll                                                                                    | 1x Spd-J Scroll | 1x Spd-J Scroll    |
| 30                                                                                                                       | 1x Spd-J Scroll | 1x Spd-J Scroll                                                                                    | 1x Spd-J Scroll | 1x Spd-J Scroll    |
| =====                                                                                                                    |                 |                                                                                                    |                 |                    |
| DROPS LIST:                                                                                                              |                 | Card Drop: Cerberus                                                                                |                 |                    |
| =====O=====                                                                                                              |                 | =====O=====                                                                                        |                 | O=====             |
| Lvl:                                                                                                                     | ~69.5% chance:  | ~20% chance:                                                                                       | ~5.8% chance:   | ~4.7% chance:      |
| 1-19                                                                                                                     | 8x G-Returner   | 8x G-Returner                                                                                      | 8x G-Returner   | 8x G-Returner      |
| 20-29                                                                                                                    | 8x G-Returner   | 8x G-Returner                                                                                      | 8x G-Returner   | 8x G-Returner      |
| 30                                                                                                                       | 8x G-Returner   | 8x G-Returner                                                                                      | 8x G-Returner   | 8x G-Returner      |
| =====O=====                                                                                                              |                 | =====O=====                                                                                        |                 | O=====             |
| Scan Info: A 3-headed demon-dog of hell. In Triple, each of the 3 heads uses different magic. The tail is also powerful. |                 |                                                                                                    |                 |                    |
| =====                                                                                                                    |                 |                                                                                                    |                 |                    |
| Location(s): 1. Galbadia Garden (Main Hall).                                                                             |                 |                                                                                                    |                 |                    |
| =====                                                                                                                    |                 |                                                                                                    |                 |                    |
| Attacks: {Tail} [Physical Attack, 1 Target, When under Triple: 100% Critical]                                            |                 |                                                                                                    |                 |                    |
| -----                                                                                                                    | Quake           | [Magical Attack, All Targets, Earth Elemental]                                                     |                 |                    |
|                                                                                                                          | Tornado         | [Magical Attack, All Targets, Wind Elemental]                                                      |                 |                    |
|                                                                                                                          | Thundaga        | [Magical Attack, 1 Target, Lightning Elemental]                                                    |                 |                    |
|                                                                                                                          | Triple          | [Change Status, 1 Ally, Inflicts Triple, Cerberus can now use Dispel, Thundaga, Silence and Blind] |                 |                    |
|                                                                                                                          | Dispel          | [Change Status, 1 Target, Removes good statuses]                                                   |                 |                    |
|                                                                                                                          | Silence         | [Change Status, 1 Target, Inflicts Silence]                                                        |                 |                    |
|                                                                                                                          | Blind           | [Change Status, 1 Target, Inflicts Blind]                                                          |                 |                    |
|                                                                                                                          | Berserk         | [Change Status, 1 Target, Inflicts Berserk]                                                        |                 |                    |
| -----                                                                                                                    |                 |                                                                                                    |                 |                    |

|                                                  |        |                     |           |              |         |                 |          |
|--------------------------------------------------|--------|---------------------|-----------|--------------|---------|-----------------|----------|
| .=====.                                          |        |                     |           |              |         |                 |          |
| Name: Chimera                                    |        |                     |           |              |         |                 |          |
| =====O=====O=====O=====.                         |        |                     |           |              |         |                 |          |
| Level Range: 1-100                               |        | HP Range: 352-60000 |           | AP: 10       |         | EXP: 150 (+20)  |          |
| =====O=====O=====O=====O=====O=====O=====O=====. |        |                     |           |              |         |                 |          |
| Level:                                           | HP:    | Strength:           | Vitality: | Magic:       | Spirit: | Speed:          | Evasion: |
| 1                                                | 352    | 21                  | 41        | 27           | 89      | 5               | 2        |
| 10                                               | 3750   | 38                  | 49        | 46           | 97      | 7               | 3        |
| 20                                               | 8000   | 55                  | 59        | 68           | 106     | 9               | 3        |
| 30                                               | 12750  | 73                  | 67        | 90           | 115     | 11              | 4        |
| 40                                               | 18000  | 90                  | 77        | 111          | 125     | 13              | 5        |
| 50                                               | 23750  | 107                 | 86        | 133          | 134     | 15              | 5        |
| 60                                               | 30000  | 124                 | 95        | 154          | 143     | 17              | 6        |
| 70                                               | 36750  | 141                 | 104       | 175          | 152     | 19              | 6        |
| 80                                               | 44000  | 158                 | 114       | 197          | 161     | 21              | 7        |
| 90                                               | 51750  | 174                 | 122       | 217          | 170     | 23              | 8        |
| 100                                              | 60000  | 190                 | 132       | 238          | 180     | 25              | 8        |
| =====O=====O=====O=====O=====O=====O=====O=====. |        |                     |           |              |         |                 |          |
| Fire:                                            | Ice:   | Lightning:          | Earth:    | Poison:      | Wind:   | Water:          | Holy:    |
| [ ]                                              | [ ]    | [-1x]               | [ ]       | [Imm]        | [-1x]   | [-1x]           | [1.5x]   |
| =====O=====O=====O=====O=====O=====O=====O=====. |        |                     |           |              |         |                 |          |
| Death                                            | Poison | Petrify             | Darkness  | Silence      | Berserk | Zombie          | Sleep    |
| ---                                              | ---    | ---                 | 80%       | ---          | ---     | ---             | ---      |
| -----                                            | -----  | -----               | -----     | -----        | -----   | -----           | -----    |
| Slow                                             | Stop   | Reflect             | Doom      | Slow Pet     | Float   | Confuse         | Drain    |
| 50%                                              | ---    | 100%                | ---       | ---          | ---     | ---             | 50%      |
| ----- ----- ----- ----- ----- ----- ----- -----  |        |                     |           |              |         |                 |          |
| Vit0: Yes                                        |        | Blow Away: Yes      |           | Gravity: Yes |         | LV Up/Down: Yes |          |
|                                                  |        |                     |           |              |         | The End: Yes    |          |

|                                                                                                                             |                  |                                                  |                      |                  |
|-----------------------------------------------------------------------------------------------------------------------------|------------------|--------------------------------------------------|----------------------|------------------|
| =====                                                                                                                       |                  |                                                  |                      |                  |
| DRAW: Lvl 1-19: Water, Thunder, Esuna                                                                                       |                  | DEVOUR: Refreshing!                              |                      |                  |
| Lvl 20-29: Water, Bio, Thundara, Esuna                                                                                      |                  | Refreshing!                                      |                      |                  |
| Lvl 30+: Water, Bio, Thundaga, Esuna                                                                                        |                  | Refreshing!                                      |                      |                  |
| =====                                                                                                                       |                  |                                                  |                      |                  |
| STEAL LIST: 25%                                                                                                             |                  | Card Common: Chimera                             | Card Rare: Red Giant |                  |
| =====o=====                                                                                                                 |                  |                                                  |                      |                  |
| Lvl:                                                                                                                        | ~69.5% chance:   | ~20% chance:                                     | ~5.8% chance:        | ~4.7% chance:    |
| 1-19                                                                                                                        | 2x Red Fang      | 2x Red Fang                                      | 2x Red Fang          | 2x Red Fang      |
| 20-29                                                                                                                       | 4x Red Fang      | 4x Red Fang                                      | 4x Red Fang          | 4x Red Fang      |
| 30+                                                                                                                         | 8x Red Fang      | 8x Red Fang                                      | 8x Red Fang          | 8x Red Fang      |
| =====                                                                                                                       |                  |                                                  |                      |                  |
| DROPS LIST: 100%                                                                                                            |                  | Card Drop: Chimera                               |                      |                  |
| =====o=====                                                                                                                 |                  |                                                  |                      |                  |
| Lvl:                                                                                                                        | ~69.5% chance:   | ~20% chance:                                     | ~5.8% chance:        | ~4.7% chance:    |
| 1-19                                                                                                                        | 1x Water Crystal | 2x Water Crystal                                 | 2x Red Fang          | 2x Red Fang      |
| 20-29                                                                                                                       | 2x Water Crystal | 4x Red Fang                                      | 1x Star Fragment     | 2x Star Fragment |
| 30+                                                                                                                         | 6x Water Crystal | 6x Red Fang                                      | 3x Regen Ring        | 3x Star Fragment |
| =====o=====                                                                                                                 |                  |                                                  |                      |                  |
| Scan Info: A monster with 4 heads that use magic, physical, attacks, status-changes, and their original skill, Aqua Breath. |                  |                                                  |                      |                  |
| =====                                                                                                                       |                  |                                                  |                      |                  |
| Location(s): 1. Worldmap: Kashkabald Desert.                                                                                |                  |                                                  |                      |                  |
| =====                                                                                                                       |                  |                                                  |                      |                  |
| Attacks: {Bite}                                                                                                             |                  | [Physical Attack, 1 Target, Sometimes used as a  |                      |                  |
| -----                                                                                                                       |                  | Counterattack VS Physical Attacks]               |                      |                  |
| Aqua Breath                                                                                                                 |                  | [Blue Magic, All Target, Water Elemental]        |                      |                  |
| Thundara                                                                                                                    |                  | [Magical Attack, 1 Target, Lightning Elemental]  |                      |                  |
| Thundaga                                                                                                                    |                  | [Magical Attack, 1 Target, Lightning Elemental]  |                      |                  |
| Aero                                                                                                                        |                  | [Magical Attack, 1 Target, Wind Elemental]       |                      |                  |
| Tornado                                                                                                                     |                  | [Magical Attack, All Targets, Wind Elemental]    |                      |                  |
| Break                                                                                                                       |                  | [Change Status, 1 Target, Inflicts Petrify]      |                      |                  |
| Berserk                                                                                                                     |                  | [Change Status, 1 Target, Inflicts Berserk]      |                      |                  |
| Confuse                                                                                                                     |                  | [Change Status, 1 Target, Inflicts Confuse]      |                      |                  |
| Stop                                                                                                                        |                  | [Change Status, 1 Target, Inflicts Stop]         |                      |                  |
| Dispel                                                                                                                      |                  | [Change Status, 1 Target, Removes good statuses] |                      |                  |
| =====                                                                                                                       |                  |                                                  |                      |                  |

|                    |        |                     |           |         |         |               |          |
|--------------------|--------|---------------------|-----------|---------|---------|---------------|----------|
| .=====.            |        |                     |           |         |         |               |          |
| Name: Cockatrice   |        |                     |           |         |         |               |          |
| =====o=====        |        |                     |           |         |         |               |          |
| Level Range: 1-100 |        | HP Range: 1007-5200 |           |         | AP: 2   | EXP: 40 (+10) |          |
| =====o=====        |        |                     |           |         |         |               |          |
| Level:             | HP:    | Strength:           | Vitality: | Magic:  | Spirit: | Speed:        | Evasion: |
| 1                  | 1007   | 9                   | 9         | 14      | 91      | 12            | 2        |
| 10                 | 1105   | 18                  | 15        | 32      | 97      | 14            | 4        |
| 20                 | 1280   | 28                  | 22        | 52      | 105     | 15            | 6        |
| 30                 | 1525   | 37                  | 29        | 71      | 111     | 17            | 7        |
| 40                 | 1840   | 46                  | 36        | 90      | 119     | 19            | 9        |
| 50                 | 2225   | 55                  | 43        | 108     | 126     | 20            | 10       |
| 60                 | 2680   | 64                  | 50        | 127     | 133     | 22            | 12       |
| 70                 | 3205   | 72                  | 57        | 145     | 140     | 24            | 14       |
| 80                 | 3800   | 80                  | 64        | 163     | 148     | 25            | 16       |
| 90                 | 4465   | 88                  | 71        | 180     | 154     | 27            | 17       |
| 100                | 5200   | 96                  | 78        | 198     | 162     | 29            | 19       |
| =====o=====        |        |                     |           |         |         |               |          |
| Fire:              | Ice:   | Lightning:          | Earth:    | Poison: | Wind:   | Water:        | Holy:    |
| [ ]                | [ ]    | [Imm]               | [ ]       | [Imm]   | [2.5x]  | [ ]           | [ ]      |
| =====o=====        |        |                     |           |         |         |               |          |
| Death              | Poison | Petrify             | Darkness  | Silence | Berserk | Zombie        | Sleep    |

|                                                                                                                     |                   |                         |                   |                         |                   |                   |                   |
|---------------------------------------------------------------------------------------------------------------------|-------------------|-------------------------|-------------------|-------------------------|-------------------|-------------------|-------------------|
| 60%                                                                                                                 | ---               | ---                     | 80%               | 80%                     | 60%               | 70%               | 80%               |
| -----                                                                                                               | -----             | -----                   | -----             | -----                   | -----             | -----             | -----             |
| Slow                                                                                                                | Stop              | Reflect                 | Doom              | Slow Pet                | Float             | Confuse           | Drain             |
| 90%                                                                                                                 | 50%               | 100%                    | 10%               | ---                     | 100%              | 70%               | 100%              |
| -----                                                                                                               | -----             | -----                   | -----             | -----                   | -----             | -----             | -----             |
| Vit0: Yes   Blow Away: Yes   Gravity: Yes   LV Up/Down: Yes   The End: Yes                                          |                   |                         |                   |                         |                   |                   |                   |
| =====                                                                                                               |                   |                         |                   |                         |                   |                   |                   |
| DRAW: Lvl 1-19: Thunder                                                                                             |                   |                         |                   | DEVOUR: Tastes funny... |                   |                   |                   |
| Lvl 20-29: Thundara, Break                                                                                          |                   |                         |                   | Tastes funny...         |                   |                   |                   |
| Lvl 30+: Thundaga, Break                                                                                            |                   |                         |                   | Delicious!!!            |                   |                   |                   |
| =====                                                                                                               |                   |                         |                   |                         |                   |                   |                   |
| STEAL LIST: 50%                                                                                                     |                   | Card Common: Cockatrice |                   | Card Rare: Oilboyle     |                   |                   |                   |
| =====O=====                                                                                                         |                   | =====O=====             |                   | =====O=====             |                   |                   |                   |
| Lvl:   ~69.5% chance:                                                                                               |                   | ~20% chance:            |                   | ~5.8% chance:           |                   | ~4.7% chance:     |                   |
| 1-19                                                                                                                | 1x C.trice Pinion | 1x C.trice Pinion       | 1x C.trice Pinion | 1x C.trice Pinion       | 1x C.trice Pinion | 1x C.trice Pinion | 1x C.trice Pinion |
| 20-29                                                                                                               | 2x C.trice Pinion | 2x C.trice Pinion       | 2x C.trice Pinion | 2x C.trice Pinion       | 2x C.trice Pinion | 2x C.trice Pinion | 2x C.trice Pinion |
| 30+                                                                                                                 | 4x C.trice Pinion | 4x C.trice Pinion       | 4x C.trice Pinion | 4x C.trice Pinion       | 4x C.trice Pinion | 4x C.trice Pinion | 4x C.trice Pinion |
| =====                                                                                                               |                   |                         |                   |                         |                   |                   |                   |
| DROPS LIST: 100%                                                                                                    |                   | Card Drop: Cockatrice   |                   |                         |                   |                   |                   |
| =====O=====                                                                                                         |                   | =====O=====             |                   | =====O=====             |                   | =====O=====       |                   |
| Lvl:   ~69.5% chance:                                                                                               |                   | ~20% chance:            |                   | ~5.8% chance:           |                   | ~4.7% chance:     |                   |
| 1-19                                                                                                                | 1x Coral Fragment | 1x C.trice Pinion       | 1x C.trice Pinion | 1x C.trice Pinion       | 1x C.trice Pinion | 1x C.trice Pinion | 1x C.trice Pinion |
| 20-29                                                                                                               | 1x C.trice Pinion | 1x Coral Fragment       | 1x Dynamo Stone   | 1x Dynamo Stone         | 1x Dynamo Stone   | 1x Dynamo Stone   | 1x Dynamo Stone   |
| 30+                                                                                                                 | 2x C.trice Pinion | 2x Dynamo Stone         | 3x C.trice Pinion | 3x Dynamo Stone         | 3x Dynamo Stone   | 3x Dynamo Stone   | 3x Dynamo Stone   |
| =====O=====                                                                                                         |                   | =====O=====             |                   | =====O=====             |                   | =====O=====       |                   |
| Scan Info: Petrifies enemies with its stare. Uses thunder by flapping its wings. Uses Electrocute when fully grown. |                   |                         |                   |                         |                   |                   |                   |
| =====                                                                                                               |                   |                         |                   |                         |                   |                   |                   |
| Location(s): 1. Worldmap: Obel Lake.                                                                                |                   |                         |                   |                         |                   |                   |                   |
| =====                                                                                                               |                   |                         |                   |                         |                   |                   |                   |
| Attacks: {Beak Strike} [Physical Attack, 1 Target, Inflicts Slow-Petrify]                                           |                   |                         |                   |                         |                   |                   |                   |
| ----- Upward Kick [Physical Attack, 1 Target]                                                                       |                   |                         |                   |                         |                   |                   |                   |
| Electrocute [Blue Magic, All Targets, Lightning Elemental]                                                          |                   |                         |                   |                         |                   |                   |                   |
| Petrify Stare [Change Status, 1 Target, Counterattack VS Magic]                                                     |                   |                         |                   |                         |                   |                   |                   |
| Electric Discharge [Magical Attack, All Targets, Final Attack]                                                      |                   |                         |                   |                         |                   |                   |                   |
| '=====                                                                                                              |                   |                         |                   |                         |                   |                   |                   |

|                    |        |                    |           |             |         |              |          |
|--------------------|--------|--------------------|-----------|-------------|---------|--------------|----------|
| .=====.            |        |                    |           |             |         |              |          |
| Name: Creeps       |        |                    |           |             |         |              |          |
| =====O=====        |        | =====O=====        |           | =====O===== |         | =====O=====  |          |
| Level Range: 1-100 |        | HP Range: 210-6200 |           | AP: 2       |         | EXP: 35 (+8) |          |
| =====O=====        |        | =====O=====        |           | =====O===== |         | =====O=====  |          |
| Level:             | HP:    | Strength:          | Vitality: | Magic:      | Spirit: | Speed:       | Evasion: |
| 1                  | 210    | 6                  | 3         | 7           | 171     | 25           | 30       |
| 10                 | 350    | 13                 | 3         | 16          | 175     | 26           | 31       |
| 20                 | 600    | 20                 | 4         | 26          | 180     | 28           | 32       |
| 30                 | 950    | 28                 | 4         | 35          | 185     | 29           | 33       |
| 40                 | 1400   | 35                 | 5         | 45          | 190     | 30           | 34       |
| 50                 | 1950   | 42                 | 5         | 55          | 195     | 31           | 35       |
| 60                 | 2600   | 48                 | 6         | 64          | 200     | 33           | 36       |
| 70                 | 3350   | 55                 | 6         | 73          | 205     | 34           | 37       |
| 80                 | 4200   | 62                 | 7         | 83          | 210     | 35           | 38       |
| 90                 | 5150   | 68                 | 8         | 92          | 215     | 36           | 39       |
| 100                | 6200   | 74                 | 8         | 107         | 220     | 38           | 40       |
| =====O=====        |        | =====O=====        |           | =====O===== |         | =====O=====  |          |
| Fire:              | Ice:   | Lightning:         | Earth:    | Poison:     | Wind:   | Water:       | Holy:    |
| [ ]                | [ ]    | [Imm]              | [ ]       | [ ]         | [ ]     | [ ]          | [2.5x]   |
| =====O=====        |        | =====O=====        |           | =====O===== |         | =====O=====  |          |
| Death              | Poison | Petrify            | Darkness  | Silence     | Berserk | Zombie       | Sleep    |
| 60%                | ---    | ---                | ---       | 40%         | ---     | ---          | 80%      |





|                                                                                               |                  |                      |                                                                                  |                         |                  |                  |                  |
|-----------------------------------------------------------------------------------------------|------------------|----------------------|----------------------------------------------------------------------------------|-------------------------|------------------|------------------|------------------|
| Slow                                                                                          | Stop             | Reflect              | Doom                                                                             | Slow Pet                | Float            | Confuse          | Drain            |
| 90%                                                                                           | 50%              | 100%                 | 80%                                                                              | 70%                     | 100%             | 60%              | 100%             |
| -----                                                                                         |                  |                      |                                                                                  |                         |                  |                  |                  |
| Vit0: Yes   Blow Away: Yes   Gravity: Yes   LV Up/Down: Yes   The End: Yes                    |                  |                      |                                                                                  |                         |                  |                  |                  |
| =====                                                                                         |                  |                      |                                                                                  |                         |                  |                  |                  |
| DRAW: Lvl 1-19: Aero                                                                          |                  |                      |                                                                                  | DEVOUR: Delicious!!!    |                  |                  |                  |
| Lvl 20-29: Aero, Dispel                                                                       |                  |                      |                                                                                  | Delicious!!!            |                  |                  |                  |
| Lvl 30+: Aero, Dispel, Reflect                                                                |                  |                      |                                                                                  | Delicious!!!            |                  |                  |                  |
| =====                                                                                         |                  |                      |                                                                                  |                         |                  |                  |                  |
| STEAL LIST: 50%                                                                               |                  | Card Common: Creeps  |                                                                                  | Card Rare: Sphinxara    |                  |                  |                  |
| =====o=====                                                                                   |                  | =====o=====          |                                                                                  | =====o=====             |                  |                  |                  |
| Lvl: ~69.5% chance:                                                                           |                  | ~20% chance:         |                                                                                  | ~5.8% chance:           |                  | ~4.7% chance:    |                  |
| 1-19                                                                                          | 2x Shear Feather | 2x Shear Feather     | 2x Shear Feather                                                                 | 2x Shear Feather        | 2x Shear Feather | 2x Shear Feather | 2x Shear Feather |
| 20-29                                                                                         | 4x Shear Feather | 4x Shear Feather     | 4x Shear Feather                                                                 | 4x Shear Feather        | 4x Shear Feather | 4x Shear Feather | 4x Shear Feather |
| 30+                                                                                           | 6x Shear Feather | 6x Shear Feather     | 3x Missile                                                                       | 3x Missile              | 3x Missile       | 3x Missile       | 3x Missile       |
| =====                                                                                         |                  |                      |                                                                                  |                         |                  |                  |                  |
| DROPS LIST: 100%                                                                              |                  | Card Drop: Creeps    |                                                                                  |                         |                  |                  |                  |
| =====o=====                                                                                   |                  | =====o=====          |                                                                                  | =====o=====             |                  | =====o=====      |                  |
| Lvl: ~69.5% chance:                                                                           |                  | ~20% chance:         |                                                                                  | ~5.8% chance:           |                  | ~4.7% chance:    |                  |
| 1-19                                                                                          | 2x M-Stone Piece | 1x Sharp Spike       | 1x Sharp Spike                                                                   | 1x Sharp Spike          | 1x Windmill      | 1x Windmill      | 1x Windmill      |
| 20-29                                                                                         | 1x Sharp Spike   | 1x Shear Feather     | 1x Windmill                                                                      | 1x Windmill             | 1x Windmill      | 1x Windmill      | 1x Windmill      |
| 30+                                                                                           | 2x Sharp Spike   | 2x Shear Feather     | 1x Windmill                                                                      | 2x Windmill             | 2x Windmill      | 2x Windmill      | 2x Windmill      |
| =====o=====                                                                                   |                  | =====o=====          |                                                                                  | =====o=====             |                  | =====o=====      |                  |
| Scan Info: A monster with 4 sharp claws. Attacks with sheer power, but also uses gas attacks. |                  |                      |                                                                                  |                         |                  |                  |                  |
| =====                                                                                         |                  |                      |                                                                                  |                         |                  |                  |                  |
| Location(s): 1. Worldmap: Centra Plains.                                                      |                  |                      |                                                                                  |                         |                  |                  |                  |
| =====                                                                                         |                  |                      |                                                                                  |                         |                  |                  |                  |
| Attacks: Death Claw [Physical Attack, 1 Target]                                               |                  |                      |                                                                                  |                         |                  |                  |                  |
| -----                                                                                         | Bear Hug         |                      | [Physical Attack, 1 Target, 100% Critical Hit]                                   |                         |                  |                  |                  |
|                                                                                               | {Swipe}          |                      | [Physical Attack, 1 Target]                                                      |                         |                  |                  |                  |
|                                                                                               | Gas              |                      | [Magical Attack, All Targets, Counterattack, Inflicts Sleep]                     |                         |                  |                  |                  |
|                                                                                               | Explosion        |                      | [Physical Attack, All Targets, 100% Hit, Used when HP falls below 50% of Max HP] |                         |                  |                  |                  |
| '=====                                                                                        |                  |                      |                                                                                  |                         |                  |                  |                  |
| .=====.                                                                                       |                  |                      |                                                                                  |                         |                  |                  |                  |
| Name: Diablos                                                                                 |                  |                      |                                                                                  | FLYING ENEMY   {BOSS-8} |                  |                  |                  |
| =====o=====                                                                                   |                  | =====o=====          |                                                                                  | =====o=====             |                  | =====o=====      |                  |
| Level Range: 1-100                                                                            |                  | HP Range: 1600-80800 |                                                                                  | AP: 20                  |                  | EXP: 0           |                  |
| =====o=====                                                                                   |                  | =====o=====          |                                                                                  | =====o=====             |                  | =====o=====      |                  |
| Level:                                                                                        | HP:              | Strength:            | Vitality:                                                                        | Magic:                  | Spirit:          | Speed:           | Evasion:         |
| 1                                                                                             | 1600             | 17                   | 51                                                                               | 5                       | 77               | 15               | 0                |
| 10                                                                                            | 8800             | 57                   | 56                                                                               | 28                      | 90               | 20               | 1                |
| 20                                                                                            | 16800            | 102                  | 62                                                                               | 52                      | 105              | 25               | 2                |
| 30                                                                                            | 24800            | 146                  | 68                                                                               | 76                      | 120              | 30               | 2                |
| 40                                                                                            | 32800            | 190                  | 75                                                                               | 100                     | 135              | 34               | 4                |
| 50                                                                                            | 40800            | 234                  | 81                                                                               | 122                     | 150              | 39               | 4                |
| 60                                                                                            | 48800            | 255                  | 87                                                                               | 144                     | 165              | 44               | 5                |
| 70                                                                                            | 56800            | 255                  | 93                                                                               | 166                     | 180              | 48               | 6                |
| 80                                                                                            | 64800            | 255                  | 100                                                                              | 187                     | 195              | 53               | 7                |
| 90                                                                                            | 72800            | 255                  | 106                                                                              | 207                     | 210              | 58               | 8                |
| 100                                                                                           | 80800            | 255                  | 112                                                                              | 226                     | 225              | 62               | 7                |
| =====o=====                                                                                   |                  | =====o=====          |                                                                                  | =====o=====             |                  | =====o=====      |                  |
| Fire:                                                                                         | Ice:             | Lightning:           | Earth:                                                                           | Poison:                 | Wind:            | Water:           | Holy:            |
| [ ]                                                                                           | [ ]              | [ ]                  | [Imm]                                                                            | [ ]                     | [1.5x]           | [ ]              | [ ]              |
| =====o=====                                                                                   |                  | =====o=====          |                                                                                  | =====o=====             |                  | =====o=====      |                  |
| Death                                                                                         | Poison           | Petrify              | Darkness                                                                         | Silence                 | Berserk          | Zombie           | Sleep            |
| ---                                                                                           | ---              | ---                  | 50%                                                                              | ---                     | ---              | ---              | ---              |

|                                                                                                                                                         |             |                 |                           |                 |                       |                |              |              |  |
|---------------------------------------------------------------------------------------------------------------------------------------------------------|-------------|-----------------|---------------------------|-----------------|-----------------------|----------------|--------------|--------------|--|
|                                                                                                                                                         |             |                 |                           |                 |                       |                |              |              |  |
| Slow<br>90%                                                                                                                                             | Stop<br>--- | Reflect<br>100% | Doom<br>---               | Slow Pet<br>--- | Float<br>---          | Confuse<br>--- | Drain<br>50% |              |  |
|                                                                                                                                                         |             |                 |                           |                 |                       |                |              |              |  |
| Vit0: Yes                                                                                                                                               |             | Blow Away: No   |                           | Gravity: Yes    |                       | LV Up/Down: No |              | The End: Yes |  |
|                                                                                                                                                         |             |                 |                           |                 |                       |                |              |              |  |
| DRAW: Lvl 1-19: Cura, Demi                                                                                                                              |             |                 |                           |                 | DEVOUR: Cannot Devour |                |              |              |  |
| Lvl 20-29: Cura, Demi                                                                                                                                   |             |                 |                           |                 |                       |                |              |              |  |
| Lvl 30+: Cura, Demi, Holy, Flare                                                                                                                        |             |                 |                           |                 |                       |                |              |              |  |
|                                                                                                                                                         |             |                 |                           |                 |                       |                |              |              |  |
| STEAL LIST: ---                                                                                                                                         |             |                 | Card Common: ---          |                 |                       | Card Rare: --- |              |              |  |
|                                                                                                                                                         |             |                 |                           |                 |                       |                |              |              |  |
| DROPS LIST:                                                                                                                                             |             |                 | Card Drop: Diablos (100%) |                 |                       |                |              |              |  |
|                                                                                                                                                         |             |                 |                           |                 |                       |                |              |              |  |
| Lvl:   ~69.5% chance:                                                                                                                                   |             | ~20% chance:    |                           | ~5.8% chance:   |                       | ~4.7% chance:  |              |              |  |
| 1-19   8x G-Returner                                                                                                                                    |             | 8x G-Returner   |                           | 8x G-Returner   |                       | 8x G-Returner  |              |              |  |
| 20-29   8x G-Returner                                                                                                                                   |             | 8x G-Returner   |                           | 8x G-Returner   |                       | 8x G-Returner  |              |              |  |
| 30+   4x Hero                                                                                                                                           |             | 8x Hero         |                           | 8x Hero         |                       | 8x Hero        |              |              |  |
|                                                                                                                                                         |             |                 |                           |                 |                       |                |              |              |  |
| Scan Info: A mysterious GF living in another dimension. Uses a powerful gravity attack called Graviija.                                                 |             |                 |                           |                 |                       |                |              |              |  |
|                                                                                                                                                         |             |                 |                           |                 |                       |                |              |              |  |
| Location(s): 1. Another dimension (Use Magical Lamp)                                                                                                    |             |                 |                           |                 |                       |                |              |              |  |
|                                                                                                                                                         |             |                 |                           |                 |                       |                |              |              |  |
| Attacks: {Claw} [Physical Attack, 1 Target]                                                                                                             |             |                 |                           |                 |                       |                |              |              |  |
| ----- Demi [Magical Attack, 1 Target, Damage = 25% of Target's HP]                                                                                      |             |                 |                           |                 |                       |                |              |              |  |
| Graviija [Magical Attack, All Targets, Damage = 75% of Target's HP]                                                                                     |             |                 |                           |                 |                       |                |              |              |  |
| Curaga [Magical Recovery, 1 Target, Restorative, Used as a 100% counterattack on the party member when hit with the Demi spell from the caster's stock] |             |                 |                           |                 |                       |                |              |              |  |
|                                                                                                                                                         |             |                 |                           |                 |                       |                |              |              |  |

|                               |               |                     |                |                       |         |              |          |
|-------------------------------|---------------|---------------------|----------------|-----------------------|---------|--------------|----------|
|                               |               |                     |                |                       |         |              |          |
| Name: Droma                   |               |                     |                |                       |         | FLYING ENEMY |          |
|                               |               |                     |                |                       |         |              |          |
| Level Range: 1-56             |               | HP Range: 1010-3128 |                |                       | AP: 0   | EXP: 0       |          |
|                               |               |                     |                |                       |         |              |          |
| Level:                        | HP:           | Strength:           | Vitality:      | Magic:                | Spirit: | Speed:       | Evasion: |
| 1                             | 1010          | 12                  | 8              | 12                    | 5       | 50           | 10       |
| 10                            | 1150          | 24                  | 8              | 30                    | 5       | 51           | 13       |
| 20                            | 1400          | 37                  | 8              | 50                    | 5       | 51           | 15       |
| 30                            | 1750          | 49                  | 8              | 70                    | 5       | 52           | 18       |
| 40                            | 2200          | 62                  | 8              | 89                    | 5       | 52           | 20       |
| 50                            | 2750          | 74                  | 8              | 109                   | 5       | 53           | 23       |
| 56                            | 3128          | 82                  | 8              | 121                   | 5       | 53           | 24       |
|                               |               |                     |                |                       |         |              |          |
| Fire:                         | Ice:          | Lightning:          | Earth:         | Poison:               | Wind:   | Water:       | Holy:    |
| [ ]                           | [ ]           | [ ]                 | [Imm]          | [ ]                   | [2x]    | [ ]          | [ ]      |
|                               |               |                     |                |                       |         |              |          |
| Death                         | Poison        | Petrify             | Darkness       | Silence               | Berserk | Zombie       | Sleep    |
| ---                           | ---           | ---                 | ---            | ---                   | ---     | ---          | ---      |
|                               |               |                     |                |                       |         |              |          |
| Slow                          | Stop          | Reflect             | Doom           | Slow Pet              | Float   | Confuse      | Drain    |
| 90%                           | ---           | ---                 | ---            | ---                   | ---     | ---          | 100%     |
|                               |               |                     |                |                       |         |              |          |
| Vit0: Yes                     | Blow Away: No | Gravity: No         | LV Up/Down: No | The End: Yes          |         |              |          |
|                               |               |                     |                |                       |         |              |          |
| DRAW: Lvl 1-19: Esuna, Dispel |               |                     |                | DEVOUR: Cannot Devour |         |              |          |
| Lvl 20-29: Esuna, Dispel      |               |                     |                | Cannot Devour         |         |              |          |







|              |                                                         |
|--------------|---------------------------------------------------------|
| Shell        | [Change Status, 1 Ally, Inflicts Shell]                 |
| Haste        | [Change Status, 1 Ally, Inflicts Haste]                 |
| Dispel       | [Change Status, 1 Target, Removes good statuses]        |
| Stop         | [Change Status, 1 Target, Inflicts Stop]                |
| Sleep        | [Change Status, 1 Target, Inflicts Sleep]               |
|              |                                                         |
| {Spinning}   | [Used when below 30% of Max HP, Only uses Reflect Beam] |
| Reflect Beam | [Physical Attack, All Targets]                          |

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|Name: Elite Soldier |

|                    |                    |       |              |
|--------------------|--------------------|-------|--------------|
| Level Range: 1-100 | HP Range: 148-4940 | AP: 2 | EXP: 30 (+5) |
|--------------------|--------------------|-------|--------------|

| Level: | HP:  | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
|--------|------|-----------|-----------|--------|---------|--------|----------|
| 1      | 148  | 3         | 36        | 6      | 38      | 6      | 2        |
| 10     | 260  | 15        | 37        | 17     | 38      | 7      | 3        |
| 20     | 460  | 28        | 38        | 29     | 38      | 8      | 4        |
| 30     | 740  | 41        | 39        | 42     | 38      | 9      | 5        |
| 40     | 1100 | 54        | 41        | 54     | 39      | 9      | 5        |
| 50     | 1540 | 67        | 42        | 66     | 39      | 10     | 6        |
| 60     | 2060 | 79        | 43        | 77     | 39      | 11     | 7        |
| 70     | 2660 | 91        | 44        | 89     | 40      | 12     | 8        |
| 80     | 3340 | 103       | 46        | 101    | 40      | 13     | 9        |
| 90     | 4100 | 115       | 47        | 112    | 40      | 14     | 10       |
| 100    | 4940 | 127       | 48        | 123    | 41      | 14     | 10       |

| Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy: |
|-------|------|------------|--------|---------|-------|--------|-------|
| [ ]   | [ ]  | [ ]        | [ ]    | [1.5x]  | [ ]   | [ ]    | [ ]   |

| Death | Poison | Petrify | Darkness | Silence  | Berserk | Zombie  | Sleep |
|-------|--------|---------|----------|----------|---------|---------|-------|
| 60%   | 60%    | 70%     | 80%      | 35%      | 35%     | 35%     | 35%   |
| Slow  | Stop   | Reflect | Doom     | Slow Pet | Float   | Confuse | Drain |
| 35%   | 35%    | 35%     | 35%      | 70%      | 35%     | 20%     | 35%   |

|           |                |              |                 |              |
|-----------|----------------|--------------|-----------------|--------------|
| Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes |
|-----------|----------------|--------------|-----------------|--------------|

|                                               |                       |
|-----------------------------------------------|-----------------------|
| DRAW: Lvl 1-19: Fire, Thunder, Blizzard, Scan | DEVOUR: Cannot Devour |
| Lvl 20-29: Fira, Thundara, Blizzara, Scan     |                       |
| Lvl 30+: Firaga, Thundaga, Blizzaga, Dispel   |                       |

| STEAL LIST: 50%     | Card Common: --- | Card Rare: --- |
|---------------------|------------------|----------------|
| Lvl: ~69.5% chance: | ~20% chance:     | ~5.8% chance:  |
| 1-19 1x Tent        | 1x Tent          | 1x Cottage     |
| 20-29 1x Tent       | 1x Cottage       | 1x Cottage     |
| 30+ 1x Cottage      | 1x Cottage       | 1x Cottage     |

| DROPS LIST: 59.375% | Card Drop: ---  |
|---------------------|-----------------|
| Lvl: ~69.5% chance: | ~20% chance:    |
| 1-19 2x Potion      | 1x Phoenix Down |
| 20-29 1x Potion     | 1x Phoenix Down |
| 30+ 3x Potion       | 1x Hi-Potion    |

Scan Info: An officer acting together with Galbadian soldiers. Defeat him first, before he uses recovery magic on the other soldiers.





|       |                   |                   |                   |                   |
|-------|-------------------|-------------------|-------------------|-------------------|
| 30-39 | 8x Wizard Stone   | 1x Moon Stone     | 1x Energy Crystal | 2x Energy Crystal |
| 40+   | 2x Energy Crystal | 2x Energy Crystal | 3x Energy Crystal | 4x Energy Crystal |

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Scan Info: A powerful monster. Uses magic, but also uses Tail Needle, which causes heavy damage.

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Location(s): 1. Esthar City Crossroads [Fixed Encounter] (after Lunar Cry)  
2. Ultimecia Castle (Chapel)

====

Attacks: {Swipe} [Physical Attack, 1 Target, Can also use as Counterattack  
----- VS Physical Attacks]

Tail Needle [Physical Attack, 1 Target, 100% Critical]

Storm Breath [Magical Attack, All Targets, Used every 6th turn]

Dispel [Change Status, 1 Target, Removes good statuses]

Pain [Change Status, 1 Target, Inflicts Silence, Poison, Darkness]

Death [Change Status, 1 Target, Inflicts Death]

Holy [Magical Attack, 1 Target, Holy Elemental]

Meteor [Magical Attack, 10 hits]

Battle Notes: In the Japanese Version, Elnoyle's HP Range is 30968-159000.

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|               |              |          |
|---------------|--------------|----------|
| Name: Elvoret | FLYING ENEMY | {BOSS-4} |
|---------------|--------------|----------|

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|                   |                     |        |        |
|-------------------|---------------------|--------|--------|
| Level Range: 1-11 | HP Range: 1563-3523 | AP: 10 | EXP: 0 |
|-------------------|---------------------|--------|--------|

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|        |      |           |           |        |         |        |          |
|--------|------|-----------|-----------|--------|---------|--------|----------|
| Level: | HP:  | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
| 1      | 1563 | 17        | 2         | 10     | 127     | 8      | 0        |
| 10     | 3300 | 27        | 4         | 27     | 130     | 10     | 1        |
| 11     | 3523 | 28        | 4         | 28     | 130     | 10     | 1        |

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|       |      |            |        |         |       |        |       |
|-------|------|------------|--------|---------|-------|--------|-------|
| Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy: |
| [ ]   | [ ]  | [ ]        | [Imm]  | [Imm]   | [ ]   | [ ]    | [ ]   |

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|       |        |         |          |         |         |        |       |
|-------|--------|---------|----------|---------|---------|--------|-------|
| Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie | Sleep |
| ---   | ---    | ---     | 60%      | ---     | ---     | ---    | ---   |

-----|-----|-----|-----|-----|-----|-----|-----

|      |      |         |      |          |       |         |       |
|------|------|---------|------|----------|-------|---------|-------|
| Slow | Stop | Reflect | Doom | Slow Pet | Float | Confuse | Drain |
| 90%  | ---  | 100%    | ---  | ---      | ---   | ---     | 100%  |

-----|-----|-----|-----|-----|-----|-----|-----

Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes

=====

DRAW LIST: Lvl 1-11: Thunder, Cure, Double, Siren

=====

|                 |                  |                |
|-----------------|------------------|----------------|
| STEAL LIST: 25% | Card Common: --- | Card Rare: --- |
|-----------------|------------------|----------------|

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|                     |               |               |               |
|---------------------|---------------|---------------|---------------|
| Lvl: ~69.5% chance: | ~20% chance:  | ~5.8% chance: | ~4.7% chance: |
| 1-11 6x G-Returner  | 6x G-Returner | 6x G-Returner | 6x G-Returner |

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|                  |                |
|------------------|----------------|
| DROPS LIST: 100% | Card Drop: --- |
|------------------|----------------|

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|                     |               |               |               |
|---------------------|---------------|---------------|---------------|
| Lvl: ~69.5% chance: | ~20% chance:  | ~5.8% chance: | ~4.7% chance: |
| 1-11 3x G-Returner  | 4x G-Returner | 5x G-Returner | 6x G-Returner |

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Note: The battle gives an additional 100% Drop: Weapons Mon Mar.

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Scan Info: A monster that lives in the abandoned Dollet Communication Tower. No one knows where it came from. [Fly Monster]

=====

Location(s): 1. Dollet Communications Tower.

=====

Attacks: {Swipe} [Physical Attack, 1 Target]

----- Storm Breath [Magical Attack, All Targets, Used every 3rd turn]

Thunder [Magical Attack, 1 Target, Lightning Elemental]

Fire [Magical Attack, 1 Target, Fire Elemental]

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Name: Esthar Soldier | (Human)

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Level Range: 1-100 | HP Range: 98-4890 | AP: 1 | EXP: 20 (+3)

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| Level: | HP:  | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
|--------|------|-----------|-----------|--------|---------|--------|----------|
| 1      | 98   | 3         | 1         | 1      | 5       | 5      | 0        |
| 10     | 210  | 13        | 2         | 8      | 6       | 7      | 1        |
| 20     | 410  | 22        | 3         | 16     | 7       | 9      | 3        |
| 30     | 690  | 32        | 3         | 24     | 8       | 10     | 4        |
| 40     | 1050 | 41        | 4         | 31     | 10      | 12     | 5        |
| 50     | 1490 | 50        | 5         | 39     | 11      | 13     | 6        |
| 60     | 2010 | 59        | 5         | 46     | 12      | 15     | 8        |
| 70     | 2610 | 68        | 6         | 54     | 13      | 17     | 9        |
| 80     | 3290 | 77        | 7         | 61     | 15      | 19     | 10       |
| 90     | 4050 | 85        | 7         | 68     | 16      | 20     | 11       |
| 100    | 4890 | 93        | 8         | 75     | 17      | 22     | 13       |

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| Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy: |
|-------|------|------------|--------|---------|-------|--------|-------|
| [ ]   | [ ]  | [ ]        | [ ]    | [2x]    | [ ]   | [ ]    | [ ]   |

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| Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie | Sleep |
|-------|--------|---------|----------|---------|---------|--------|-------|
| 70%   | 80%    | 70%     | 80%      | 80%     | 60%     | 70%    | 80%   |

-----

| Slow | Stop | Reflect | Doom | Slow Pet | Float | Confuse | Drain |
|------|------|---------|------|----------|-------|---------|-------|
| 90%  | 50%  | 100%    | 80%  | 70%      | 100%  | 60%     | 100%  |

-----

Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes

=====

DRAW: Lvl 1-19: Fire, Thunder, Blizzard, Cure | DEVOUR: Cannot Devour

Lvl 20-29: Fira, Thundara, Blizzara, Cura |

Lvl 30+: Firaga, Thundaga, Blizzaga, Curaga |

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STEAL LIST: 50% | Card Common: --- | Card Rare: ---

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| Lvl:  | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance: |
|-------|----------------|--------------|---------------|---------------|
| 1-19  | 1x Potion      | 1x Potion    | 1x Potion     | 1x Potion     |
| 20-29 | 1x Potion      | 2x Potion    | 2x Potion     | 2x Potion     |
| 30+   | 1x Hi-Potion   | 1x Hi-Potion | 1x Hi-Potion  | 1x Hi-Potion  |

=====

DROPS LIST: 50% | Card Drop: ---

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| Lvl:  | ~69.5% chance: | ~20% chance: | ~5.8% chance:   | ~4.7% chance:   |
|-------|----------------|--------------|-----------------|-----------------|
| 1-19  | 1x Potion      | 1x Potion    | 1x Phoenix Down | 1x Phoenix Down |
| 20-29 | 1x Potion      | 1x Potion    | 1x Phoenix Down | 1x Phoenix Down |
| 30+   | 1x Potion      | 1x Hi-Potion | 1x Phoenix Down | 1x Phoenix Down |

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Scan Info: Esthar soldier who uses both gun and sword. Shotgun attack can cause major damage. Not a strong enemy.

=====

Location(s): 1. Laguna Dream #2: Lunatic Pandora.

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Death [Magical Attack, 1 Target, Inflicts Death]  
Soul Crush [Physical Attack, Reduces HP to 1]  
  
Boomerang Sword [Physical Attack, All Targets, 100% Hit,  
Only uses {Punch} after this attack]  
{Punch} [Physical Attack, 1 Target]

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Name: Fake President | {BOSS-9}

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Level Range: 1-12 | HP Range: 52-778 | AP: 0 | EXP: 0

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| Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
|--------|-----|-----------|-----------|--------|---------|--------|----------|
| 1      | 52  | 5         | 46        | 26     | 51      | 6      | 0        |
| 10     | 610 | 23        | 50        | 37     | 55      | 8      | 1        |
| 12     | 778 | 27        | 51        | 40     | 57      | 8      | 1        |

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| Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy: |
|-------|------|------------|--------|---------|-------|--------|-------|
| [ ]   | [ ]  | [2x]       | [ ]    | [2x]    | [ ]   | [ ]    | [ ]   |

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| Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie | Sleep |
|-------|--------|---------|----------|---------|---------|--------|-------|
| ---   | ---    | 1%      | 80%      | 100%    | ---     | ---    | ---   |

-----|-----|-----|-----|-----|-----|-----|-----

| Slow | Stop | Reflect | Doom | Slow Pet | Float | Confuse | Drain |
|------|------|---------|------|----------|-------|---------|-------|
| 90%  | 20%  | 100%    | ---  | 10%      | ---   | ---     | ---   |

-----|-----|-----|-----|-----|-----|-----|-----

Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: Yes | The End: Yes

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DRAW: Lvl 1-12: Cure | DEVOUR: Cannot Devour

=====

STEAL LIST: --- | Card Common: --- | Card Rare: ---

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DROPS LIST: --- | Card Drop: ---

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Scan Info: President Deling's double. Attacks in a strange way, but not very strong. However...

=====

Location(s): 1. Forest Owls Train.

=====

Attacks: {Knew} [Physical Attack, 1 Target]

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Name: Fastitocalon |

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Level Range: 1-100 | HP Range: 215-9200 | AP: 1 | EXP: 60 (+10)

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| Level: | HP:  | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
|--------|------|-----------|-----------|--------|---------|--------|----------|
| 1      | 215  | 6         | 40        | 36     | 58      | 3      | 5        |
| 10     | 425  | 16        | 43        | 50     | 60      | 5      | 6        |
| 20     | 800  | 27        | 46        | 65     | 62      | 7      | 7        |
| 30     | 1325 | 38        | 50        | 80     | 64      | 8      | 8        |
| 40     | 2000 | 49        | 53        | 95     | 66      | 10     | 9        |
| 50     | 2825 | 59        | 56        | 110    | 68      | 11     | 10       |
| 60     | 3800 | 70        | 60        | 124    | 70      | 13     | 11       |
| 70     | 4925 | 80        | 63        | 138    | 72      | 15     | 12       |
| 80     | 6200 | 90        | 66        | 153    | 74      | 17     | 13       |
| 90     | 7625 | 100       | 70        | 167    | 76      | 18     | 14       |

|                                                                                                               |                  |                                              |                  |                  |                          |                  |                  |
|---------------------------------------------------------------------------------------------------------------|------------------|----------------------------------------------|------------------|------------------|--------------------------|------------------|------------------|
| 100                                                                                                           | 9200             | 110                                          | 73               | 181              | 78                       | 20               | 15               |
| =====o=====o=====o=====o=====o=====o=====o=====                                                               |                  |                                              |                  |                  |                          |                  |                  |
| Fire:                                                                                                         | Ice:             | Lightning:                                   | Earth:           | Poison:          | Wind:                    | Water:           | Holy:            |
| [0.8x]                                                                                                        | [ ]              | [2x]                                         | [2.5x/Imm]*      | [ ]              | [ ]                      | [-1x]            | [ ]              |
| =====o=====o=====o=====o=====o=====o=====o=====                                                               |                  |                                              |                  |                  |                          |                  |                  |
| Death                                                                                                         | Poison           | Petrify                                      | Darkness         | Silence          | Berserk                  | Zombie           | Sleep            |
| 70%                                                                                                           | 80%              | 70%                                          | 80%              | 80%              | 60%                      | 70%              | ---              |
| ----- ----- ----- ----- ----- ----- ----- -----                                                               |                  |                                              |                  |                  |                          |                  |                  |
| Slow                                                                                                          | Stop             | Reflect                                      | Doom             | Slow Pet         | Float                    | Confuse          | Drain            |
| 90%                                                                                                           | 50%              | 100%                                         | 80%              | 70%              | ---                      | 60%              | 100%             |
| ----- ----- ----- ----- ----- ----- ----- -----                                                               |                  |                                              |                  |                  |                          |                  |                  |
| Vit0: Yes   Blow Away: Yes   Gravity: Yes   LV Up/Down: Yes   The End: Yes                                    |                  |                                              |                  |                  |                          |                  |                  |
| =====                                                                                                         |                  |                                              |                  |                  |                          |                  |                  |
| DRAW: Lvl 1-19: Blizzard, Sleep, Scan                                                                         |                  |                                              |                  |                  | DEVOUR: Delicious!!!     |                  |                  |
| Lvl 20-29: Blizzara, Sleep, Scan                                                                              |                  |                                              |                  |                  | Delicious!!!             |                  |                  |
| Lvl 30+: Blizzaga, Scan, Water                                                                                |                  |                                              |                  |                  | Delicious!!!             |                  |                  |
| =====                                                                                                         |                  |                                              |                  |                  |                          |                  |                  |
| STEAL LIST: 50%                                                                                               |                  | Card Common: Fastotocalon                    |                  |                  | Card Rare: Tonberry King |                  |                  |
| =====o=====o=====o=====o=====o=====o=====o=====                                                               |                  |                                              |                  |                  |                          |                  |                  |
| Lvl: ~69.5% chance:                                                                                           |                  | ~20% chance:                                 |                  | ~5.8% chance:    |                          | ~4.7% chance:    |                  |
| 1-19                                                                                                          | 1x Water Crystal | 1x Water Crystal                             | 1x Water Crystal | 1x Water Crystal | 1x Water Crystal         | 1x Water Crystal | 1x Water Crystal |
| 20-29                                                                                                         | 4x Water Crystal | 4x Water Crystal                             | 4x Water Crystal | 4x Water Crystal | 4x Water Crystal         | 4x Water Crystal | 4x Water Crystal |
| 30+                                                                                                           | 8x Water Crystal | 8x Water Crystal                             | 8x Water Crystal | 8x Water Crystal | 8x Water Crystal         | 8x Water Crystal | 8x Water Crystal |
| =====                                                                                                         |                  |                                              |                  |                  |                          |                  |                  |
| DROPS LIST: 75%                                                                                               |                  | Card Drop: Fastitocalon                      |                  |                  |                          |                  |                  |
| =====o=====o=====o=====o=====o=====o=====o=====                                                               |                  |                                              |                  |                  |                          |                  |                  |
| Lvl: ~69.5% chance:                                                                                           |                  | ~20% chance:                                 |                  | ~5.8% chance:    |                          | ~4.7% chance:    |                  |
| 1-19                                                                                                          | 3x Fish Fin      | 1x Water Crystal                             | 2x Water Crystal | 8x Fish Fin      |                          |                  |                  |
| 20-29                                                                                                         | 8x Fish Fin      | 2x Water Crystal                             | 4x Water Crystal | 8x Fish Fin      |                          |                  |                  |
| 30+                                                                                                           | 3x Fish Fin      | 4x Water Crystal                             | 4x Water Crystal | 8x Fish Fin      |                          |                  |                  |
| =====o=====o=====o=====o=====o=====o=====o=====                                                               |                  |                                              |                  |                  |                          |                  |                  |
| Scan Info: A fish that swims in the ground. Only the fin can be seen. One theory says that it may be a shark. |                  |                                              |                  |                  |                          |                  |                  |
| =====                                                                                                         |                  |                                              |                  |                  |                          |                  |                  |
| Location(s): 1. Worldmap: Dingo Desert (D-District Prison Desert)                                             |                  |                                              |                  |                  |                          |                  |                  |
| =====                                                                                                         |                  |                                              |                  |                  |                          |                  |                  |
| Attacks: {Underground Attack} [Physical Attack, 1 Target]                                                     |                  |                                              |                  |                  |                          |                  |                  |
| ----- {Out of the sand}                                                                                       |                  | [Pops out of the sand, Defenses are lowered] |                  |                  |                          |                  |                  |
| {Flying Attack}                                                                                               |                  | [Physical Attack, 1 Target]                  |                  |                  |                          |                  |                  |
| Sand Storm                                                                                                    |                  | [Magical Attack, All Targets]                |                  |                  |                          |                  |                  |
| Battle Note: After Fastitocalon pops out of the sand, it is Immune to Earth.                                  |                  |                                              |                  |                  |                          |                  |                  |
| -----                                                                                                         |                  |                                              |                  |                  |                          |                  |                  |

|                                                 |      |                    |           |        |         |               |          |
|-------------------------------------------------|------|--------------------|-----------|--------|---------|---------------|----------|
| .=====.                                         |      |                    |           |        |         |               |          |
| Name: Fastitocalon-F                            |      |                    |           |        |         |               |          |
| =====o=====o=====o=====o=====o=====o=====o===== |      |                    |           |        |         |               |          |
| Level Range: 1-100                              |      | HP Range: 215-9200 |           |        | AP: 1   | EXP: 60 (+10) |          |
| =====o=====o=====o=====o=====o=====o=====o===== |      |                    |           |        |         |               |          |
| Level:                                          | HP:  | Strength:          | Vitality: | Magic: | Spirit: | Speed:        | Evasion: |
| 1                                               | 215  | 6                  | 40        | 36     | 58      | 3             | 5        |
| 10                                              | 425  | 16                 | 43        | 50     | 60      | 5             | 6        |
| 20                                              | 800  | 27                 | 46        | 65     | 62      | 7             | 7        |
| 30                                              | 1325 | 38                 | 50        | 80     | 64      | 8             | 8        |
| 40                                              | 2000 | 49                 | 53        | 95     | 66      | 10            | 9        |
| 50                                              | 2825 | 59                 | 56        | 110    | 68      | 11            | 10       |
| 60                                              | 3800 | 70                 | 60        | 124    | 70      | 13            | 11       |
| 70                                              | 4925 | 80                 | 63        | 138    | 72      | 15            | 12       |
| 80                                              | 6200 | 90                 | 66        | 153    | 74      | 17            | 13       |
| 90                                              | 7625 | 100                | 70        | 167    | 76      | 18            | 14       |

|                                                                                                               |             |                                              |             |                                              |                        |                  |       |
|---------------------------------------------------------------------------------------------------------------|-------------|----------------------------------------------|-------------|----------------------------------------------|------------------------|------------------|-------|
| 100                                                                                                           | 9200        | 110                                          | 73          | 181                                          | 78                     | 20               | 15    |
| =====o=====o=====o=====o=====o=====o=====o=====                                                               |             |                                              |             |                                              |                        |                  |       |
| Fire:                                                                                                         | Ice:        | Lightning:                                   | Earth:      | Poison:                                      | Wind:                  | Water:           | Holy: |
| [0.8x]                                                                                                        | [ ]         | [2x]                                         | [2.5x/Imm]* | [ ]                                          | [ ]                    | [-1x]            | [ ]   |
| =====o=====o=====o=====o=====o=====o=====o=====                                                               |             |                                              |             |                                              |                        |                  |       |
| Death                                                                                                         | Poison      | Petrify                                      | Darkness    | Silence                                      | Berserk                | Zombie           | Sleep |
| 70%                                                                                                           | 80%         | 70%                                          | 80%         | 80%                                          | 60%                    | 70%              | ---   |
| -----                                                                                                         | -----       | -----                                        | -----       | -----                                        | -----                  | -----            | ----- |
| Slow                                                                                                          | Stop        | Reflect                                      | Doom        | Slow Pet                                     | Float                  | Confuse          | Drain |
| 90%                                                                                                           | 50%         | 100%                                         | 80%         | 70%                                          | ---                    | 60%              | 100%  |
| -----                                                                                                         |             |                                              |             |                                              |                        |                  |       |
| Vit0: Yes   Blow Away: Yes   Gravity: Yes   LV Up/Down: Yes   The End: Yes                                    |             |                                              |             |                                              |                        |                  |       |
| =====                                                                                                         |             |                                              |             |                                              |                        |                  |       |
| DRAW: Lvl 1-19: Blizzard, Sleep, Scan                                                                         |             |                                              |             |                                              | DEVOUR: Tastes okay... |                  |       |
| Lvl 20-29: Blizzara, Sleep, Scan                                                                              |             |                                              |             |                                              | Tastes okay...         |                  |       |
| Lvl 30+: Blizzaga, Scan, Water                                                                                |             |                                              |             |                                              | Tastes okay...         |                  |       |
| =====                                                                                                         |             |                                              |             |                                              |                        |                  |       |
| STEAL LIST: 50%                                                                                               |             | Card Common: Fastotocalon-F   Card Rare: --- |             |                                              |                        |                  |       |
| =====o=====o=====o=====o=====o=====o=====o=====                                                               |             |                                              |             |                                              |                        |                  |       |
| Lvl: ~69.5% chance:                                                                                           |             | ~20% chance:                                 |             | ~5.8% chance:                                |                        | ~4.7% chance:    |       |
| 1-19                                                                                                          | 2x Fish Fin | 2x Fish Fin                                  |             | 2x Fish Fin                                  |                        | 2x Fish Fin      |       |
| 20-29                                                                                                         | 4x Fish Fin | 4x Fish Fin                                  |             | 4x Fish Fin                                  |                        | 4x Fish Fin      |       |
| 30+                                                                                                           | 8x Fish Fin | 8x Fish Fin                                  |             | 8x Fish Fin                                  |                        | 8x Fish Fin      |       |
| =====                                                                                                         |             |                                              |             |                                              |                        |                  |       |
| DROPS LIST: 75%                                                                                               |             | Card Drop: Fastitocalon-F                    |             |                                              |                        |                  |       |
| =====o=====o=====o=====o=====o=====o=====o=====                                                               |             |                                              |             |                                              |                        |                  |       |
| Lvl: ~69.5% chance:                                                                                           |             | ~20% chance:                                 |             | ~5.8% chance:                                |                        | ~4.7% chance:    |       |
| 1-19                                                                                                          | 1x Fish Fin | 1x Fish Fin                                  |             | 2x Fish Fin                                  |                        | 3x Fish Fin      |       |
| 20-29                                                                                                         | 1x Fish Fin | 2x Fish Fin                                  |             | 1x Water Crystal                             |                        | 2x Water Crystal |       |
| 30+                                                                                                           | 2x Fish Fin | 3x Fish Fin                                  |             | 1x Water Crystal                             |                        | 2x Water Crystal |       |
| =====o=====o=====o=====o=====o=====o=====o=====                                                               |             |                                              |             |                                              |                        |                  |       |
| Scan Info: A fish that swims in the ground. Only the fin can be seen. One theory says that it may be a shark. |             |                                              |             |                                              |                        |                  |       |
| =====                                                                                                         |             |                                              |             |                                              |                        |                  |       |
| Location(s): 1. Worldmap: Balamb Beach.                                                                       |             |                                              |             |                                              |                        |                  |       |
| =====                                                                                                         |             |                                              |             |                                              |                        |                  |       |
| Attacks: {Underground Attack} [Physical Attack, 1 Target]                                                     |             |                                              |             |                                              |                        |                  |       |
| ----- {Out of the sand}                                                                                       |             |                                              |             | [Pops out of the sand, Defenses are lowered] |                        |                  |       |
| {Flying Attack}                                                                                               |             |                                              |             | [Physical Attack, 1 Target]                  |                        |                  |       |

Battle Note: After Fastitocalon-F pops out of the sand, it's Immune to Earth.  
=====

|                    |       |                     |           |        |         |               |              |  |
|--------------------|-------|---------------------|-----------|--------|---------|---------------|--------------|--|
| Name: Forbidden    |       |                     |           |        |         |               | UNDEAD ENEMY |  |
| Level Range: 1-100 |       | HP Range: 221-22100 |           |        | AP: 4   | EXP: 85 (+15) |              |  |
| Level:             | HP:   | Strength:           | Vitality: | Magic: | Spirit: | Speed:        | Evasion:     |  |
| 1                  | 221   | 14                  | 25        | 1      | 200     | 11            | 2            |  |
| 10                 | 1400  | 28                  | 26        | 14     | 201     | 15            | 4            |  |
| 20                 | 2900  | 43                  | 27        | 28     | 202     | 20            | 6            |  |
| 30                 | 4600  | 59                  | 28        | 41     | 203     | 25            | 7            |  |
| 40                 | 6500  | 74                  | 30        | 54     | 205     | 30            | 9            |  |
| 50                 | 8600  | 89                  | 31        | 68     | 206     | 35            | 10           |  |
| 60                 | 10900 | 104                 | 32        | 81     | 207     | 40            | 12           |  |
| 70                 | 13400 | 119                 | 33        | 94     | 208     | 45            | 14           |  |
| 80                 | 16100 | 134                 | 35        | 107    | 210     | 50            | 16           |  |
| 90                 | 19000 | 149                 | 36        | 120    | 211     | 55            | 17           |  |



|                                                                                                  |                |                                                        |                |              |                       |         |               |
|--------------------------------------------------------------------------------------------------|----------------|--------------------------------------------------------|----------------|--------------|-----------------------|---------|---------------|
| Fire:                                                                                            | Ice:           | Lightning:                                             | Earth:         | Poison:      | Wind:                 | Water:  | Holy:         |
| [ ]                                                                                              | [ ]            | [ ]                                                    | [ ]            | [1.5x]       | [-1x]                 | [ ]     | [ ]           |
| =====O=====O=====O=====O=====O=====O=====O=====O=====                                            |                |                                                        |                |              |                       |         |               |
| Death                                                                                            | Poison         | Petrify                                                | Darkness       | Silence      | Berserk               | Zombie  | Sleep         |
| ---                                                                                              | ---            | ---                                                    | ---            | ---          | ---                   | ---     | 60%           |
| -----                                                                                            | -----          | -----                                                  | -----          | -----        | -----                 | -----   | -----         |
| Slow                                                                                             | Stop           | Reflect                                                | Doom           | Slow Pet     | Float                 | Confuse | Drain         |
| 60%                                                                                              | ---            | 100%                                                   | ---            | ---          | ---                   | ---     | 40%           |
| -----                                                                                            | -----          | -----                                                  | -----          | -----        | -----                 | -----   | -----         |
| Vit0: Yes                                                                                        | Blow Away: No  | Gravity: Yes                                           | LV Up/Down: No | The End: Yes |                       |         |               |
| =====                                                                                            |                |                                                        |                |              |                       |         |               |
| DRAW: Lvl 1-19: Aero, Cura, Life, Pandemona                                                      |                |                                                        |                |              | DEVOUR: Cannot Devour |         |               |
| Lvl 20-29: Aero, Cura, Life, Pandemona                                                           |                |                                                        |                |              |                       |         |               |
| =====                                                                                            |                |                                                        |                |              |                       |         |               |
| STEAL LIST:                                                                                      |                | Card Mod Common: ---                                   |                |              | Card Mod Rare: ---    |         |               |
| =====O=====                                                                                      |                | =====O=====                                            |                |              | =====O=====           |         |               |
| Lvl:                                                                                             | ~69.5% chance: |                                                        | ~20% chance:   |              | ~5.8% chance:         |         | ~4.7% chance: |
| 1-19                                                                                             | 1x Megalixir   |                                                        | 1x Megalixir   |              | 1x Hero               |         | 1x Hero       |
| 20-29                                                                                            | 1x Megalixir   |                                                        | 1x Megalixir   |              | 1x Hero               |         | 1x Hero       |
| =====                                                                                            |                |                                                        |                |              |                       |         |               |
| DROPS LIST:                                                                                      |                | Card Drop: ---                                         |                |              |                       |         |               |
| =====O=====                                                                                      |                | =====O=====                                            |                |              |                       |         |               |
| Lvl:                                                                                             | ~69.5% chance: |                                                        | ~20% chance:   |              | ~5.8% chance:         |         | ~4.7% chance: |
| 1-19                                                                                             | 1x Megalixir   |                                                        | 1x Megalixir   |              | 1x Megalixir          |         | 1x Megalixir  |
| 20-29                                                                                            | 1x Megalixir   |                                                        | 1x Megalixir   |              | 1x Megalixir          |         | 1x Megalixir  |
| =====O=====                                                                                      |                |                                                        |                |              |                       |         |               |
| Scan Info: Looking for Ellone under Seifer's command. Uses wind magic and attacks with Pinwheel. |                |                                                        |                |              |                       |         |               |
| =====                                                                                            |                |                                                        |                |              |                       |         |               |
| Location(s): 1. Balamb Hotel (Disc 2).                                                           |                |                                                        |                |              |                       |         |               |
| =====                                                                                            |                |                                                        |                |              |                       |         |               |
| Attacks: Aero                                                                                    |                | [Magical Attack, 1 Target, Wind Elemental]             |                |              |                       |         |               |
| ----- Tornado                                                                                    |                | [Magical Attack, 1 Target, Wind Elemental]             |                |              |                       |         |               |
| Zan                                                                                              |                | [Physical Attack, 1 Target]                            |                |              |                       |         |               |
| Sai                                                                                              |                | [Physical Attack, 1 Target, Reduces HP to 1, 100% Hit] |                |              |                       |         |               |
| Remedy                                                                                           |                | [Item, Removes negative statuses]                      |                |              |                       |         |               |
| Hi-Potion                                                                                        |                | [Item, Restores 1000 HP, Used on Self when low on HP]  |                |              |                       |         |               |
| -----                                                                                            |                |                                                        |                |              |                       |         |               |

|                          |        |                      |           |          |         |         |          |           |
|--------------------------|--------|----------------------|-----------|----------|---------|---------|----------|-----------|
| Name: Fujin   (2nd time) |        |                      |           |          |         |         |          | {BOSS-39} |
| Level Range: 1-43        |        | HP Range: 5300-17900 |           |          | AP: 8   | EXP: 0  |          |           |
| Level:                   | HP:    | Strength:            | Vitality: | Magic:   | Spirit: | Speed:  | Evasion: |           |
| 1                        | 5300   | 24                   | 31        | 8        | 121     | 30      | 10       |           |
| 10                       | 8000   | 43                   | 37        | 27       | 128     | 33      | 11       |           |
| 20                       | 11000  | 63                   | 44        | 48       | 136     | 35      | 12       |           |
| 30                       | 14000  | 83                   | 50        | 69       | 145     | 38      | 14       |           |
| 40                       | 17000  | 103                  | 58        | 90       | 153     | 40      | 14       |           |
| 43                       | 17900  | 109                  | 61        | 97       | 155     | 41      | 15       |           |
| Fire:                    | Ice:   | Lightning:           | Earth:    | Poison:  | Wind:   | Water:  | Holy:    |           |
| [ ]                      | [ ]    | [ ]                  | [ ]       | [1.5x]   | [-1x]   | [ ]     | [ ]      |           |
| Death                    | Poison | Petrify              | Darkness  | Silence  | Berserk | Zombie  | Sleep    |           |
| ---                      | ---    | ---                  | ---       | ---      | ---     | ---     | 50%      |           |
| Slow                     | Stop   | Reflect              | Doom      | Slow Pet | Float   | Confuse | Drain    |           |
| 40%                      | ---    | 10%                  | ---       | ---      | ---     | ---     | 70%      |           |



|                                                                                                  |  |  |  |  |
|--------------------------------------------------------------------------------------------------|--|--|--|--|
| Vit0: Yes   Blow Away: No   Gravity: Yes   LV Up/Down: No   The End: Yes                         |  |  |  |  |
| DRAW: Lvl 1-19: Aero, Cure, Life   DEVOUR: Cannot Devour                                         |  |  |  |  |
| Lvl 20-29: Aero, Cura, Life                                                                      |  |  |  |  |
| Lvl 30+: Aero, Curaga, Full-life, Tornado                                                        |  |  |  |  |
| STEAL LIST:   Card Mod Common: ---   Card Mod Rare: ---                                          |  |  |  |  |
| Lvl:   ~69.5% chance:   ~20% chance:   ~5.8% chance:   ~4.7% chance:                             |  |  |  |  |
| 1-19   2x Megalixir   2x Megalixir   2x Megalixir   2x Megalixir                                 |  |  |  |  |
| 20-29   2x Megalixir   2x Megalixir   2x Megalixir   2x Megalixir                                |  |  |  |  |
| 30+   2x Megalixir   2x Megalixir   2x Megalixir   2x Megalixir                                  |  |  |  |  |
| DROPS LIST:   Card Drop: ---                                                                     |  |  |  |  |
| Lvl:   ~69.5% chance:   ~20% chance:   ~5.8% chance:   ~4.7% chance:                             |  |  |  |  |
| 1-19   1x Megalixir   1x Megalixir   1x Megalixir   1x Megalixir                                 |  |  |  |  |
| 20-29   1x Megalixir   1x Megalixir   1x Megalixir   1x Megalixir                                |  |  |  |  |
| 30+   1x Megalixir   1x Megalixir   1x Megalixir   1x Megalixir                                  |  |  |  |  |
| Scan Info: Assisting Seifer inside Lunatic Pandora. Uses support magic, as well as attack magic. |  |  |  |  |
| Location(s): 1. Lunatic Pandora (Disc 3).                                                        |  |  |  |  |
| Attacks: Tornado [Magical Attack, 1 Target, Wind Elemental]                                      |  |  |  |  |
| ----- Meteor [Magical Attack, 10 hits]                                                           |  |  |  |  |
| Zan [Physical Attack, 1 Target, 100% Hit]                                                        |  |  |  |  |
| Sai [Physical Attack, 1 Target, Reduces HP to 1, 100% Hit]                                       |  |  |  |  |
| Metsu [Physical Attack, All Targets, 100% Hit]                                                   |  |  |  |  |
| Pain [Change Status, 1 Target, Inflicts Silence, Poison, Darkness]                               |  |  |  |  |
| Haste [Change Status, 1 Ally, Inflicts Haste]                                                    |  |  |  |  |
| Regen [Change Status, 1 Ally, Inflicts Regen]                                                    |  |  |  |  |
| Esuna [Change Status, 1 Ally, Removes negative statuses]                                         |  |  |  |  |
| Slow [Change Status, 1 Target, Inflicts Slow]                                                    |  |  |  |  |
| Confuse [Change Status, 1 Target, Inflicts Confuse]                                              |  |  |  |  |
| Blind [Change Status, 1 Target, Inflicts Blind]                                                  |  |  |  |  |

|                                                                |      |            |           |         |         |        |          |  |
|----------------------------------------------------------------|------|------------|-----------|---------|---------|--------|----------|--|
| Name: Funguar                                                  |      |            |           |         |         |        |          |  |
| Level Range: 1-100   HP Range: 303-2100   AP: 1   EXP: 20 (+3) |      |            |           |         |         |        |          |  |
| Level:                                                         | HP:  | Strength:  | Vitality: | Magic:  | Spirit: | Speed: | Evasion: |  |
| 1                                                              | 303  | 5          | 2         | 1       | 2       | 2      | 0        |  |
| 10                                                             | 345  | 11         | 6         | 8       | 6       | 3      | 0        |  |
| 20                                                             | 420  | 18         | 12        | 16      | 12      | 3      | 1        |  |
| 30                                                             | 525  | 24         | 17        | 24      | 17      | 4      | 1        |  |
| 40                                                             | 660  | 30         | 23        | 31      | 23      | 5      | 2        |  |
| 50                                                             | 825  | 36         | 28        | 38      | 28      | 5      | 2        |  |
| 60                                                             | 1020 | 42         | 34        | 45      | 34      | 6      | 3        |  |
| 70                                                             | 1245 | 47         | 39        | 52      | 39      | 6      | 3        |  |
| 80                                                             | 1500 | 52         | 45        | 59      | 45      | 7      | 3        |  |
| 90                                                             | 1785 | 57         | 50        | 66      | 50      | 8      | 4        |  |
| 100                                                            | 2100 | 62         | 56        | 72      | 56      | 8      | 4        |  |
| Fire:                                                          | Ice: | Lightning: | Earth:    | Poison: | Wind:   | Water: | Holy:    |  |
| [ ]                                                            | [ ]  | [ ]        | [ ]       | [ ]     | [ ]     | [ ]    | [ ]      |  |

|                                                                                      |                  |                                                        |                 |                 |                            |         |       |
|--------------------------------------------------------------------------------------|------------------|--------------------------------------------------------|-----------------|-----------------|----------------------------|---------|-------|
| =====o=====o=====o=====o=====                                                        |                  |                                                        |                 |                 |                            |         |       |
| Death                                                                                | Poison           | Petrify                                                | Darkness        | Silence         | Berserk                    | Zombie  | Sleep |
| 100%                                                                                 | 80%              | 70%                                                    | ---             | ---             | ---                        | 70%     | ---   |
| -----                                                                                |                  |                                                        |                 |                 |                            |         |       |
| Slow                                                                                 | Stop             | Reflect                                                | Doom            | Slow Pet        | Float                      | Confuse | Drain |
| 90%                                                                                  | 50%              | 100%                                                   | 80%             | 70%             | ---                        | 60%     | 100%  |
| -----                                                                                |                  |                                                        |                 |                 |                            |         |       |
| Vit0: Yes   Blow Away: Yes   Gravity: Yes   LV Up/Down: Yes   The End: Yes           |                  |                                                        |                 |                 |                            |         |       |
| =====                                                                                |                  |                                                        |                 |                 |                            |         |       |
| DRAW: Lvl 1-19: Sleep, Scan                                                          |                  |                                                        |                 |                 | DEVOUR: Can't see anything |         |       |
| Lvl 20-29: Sleep, Scan, Silence                                                      |                  |                                                        |                 |                 | Tastes awful!!!            |         |       |
| Lvl 30+: Sleep, Scan, Silence, Confuse                                               |                  |                                                        |                 |                 | Barf...bwahhh!!!           |         |       |
| =====                                                                                |                  |                                                        |                 |                 |                            |         |       |
| STEAL LIST: 50%                                                                      |                  | Card Common: Funguar                                   |                 |                 | Card Rare: Wedge, Biggs    |         |       |
| =====o=====                                                                          |                  | =====o=====                                            |                 |                 | =====o=====                |         |       |
| Lvl:                                                                                 | ~69.5% chance:   | ~20% chance:                                           | ~5.8% chance:   | ~4.7% chance:   |                            |         |       |
| 1-19                                                                                 | 1x Sleep Powder  | 1x Sleep Powder                                        | 1x Sleep Powder | 1x Sleep Powder |                            |         |       |
| 20-29                                                                                | 2x Sleep Powder  | 2x Sleep Powder                                        | 2x Sleep Powder | 2x Sleep Powder |                            |         |       |
| 30+                                                                                  | 6x Sleep Powder  | 6x Sleep Powder                                        | 6x Sleep Powder | 6x Sleep Powder |                            |         |       |
| =====                                                                                |                  |                                                        |                 |                 |                            |         |       |
| DROPS LIST: 50%                                                                      |                  | Card Drop: Funguar                                     |                 |                 |                            |         |       |
| =====o=====                                                                          |                  | =====o=====                                            |                 |                 | =====o=====                |         |       |
| Lvl:                                                                                 | ~69.5% chance:   | ~20% chance:                                           | ~5.8% chance:   | ~4.7% chance:   |                            |         |       |
| 1-19                                                                                 | 1x M-Stone Piece | 1x M-Stone Piece                                       | 1x Sleep Powder | 1x Sleep Powder |                            |         |       |
| 20-29                                                                                | 1x Magic Stone   | 1x Magic Stone                                         | 2x Sleep Powder | 2x Sleep Powder |                            |         |       |
| 30+                                                                                  | 1x Wizard Stone  | 1x Sleep Powder                                        | 3x Sleep Powder | 4x Sleep Powder |                            |         |       |
| =====o=====                                                                          |                  | =====o=====                                            |                 |                 | =====o=====                |         |       |
| Scan Info: A giant walking mushroom. Uses status change attacks with damage attacks. |                  |                                                        |                 |                 |                            |         |       |
| =====                                                                                |                  |                                                        |                 |                 |                            |         |       |
| Location(s): 1. Worldmap: Hashberry Plains (Forest).                                 |                  |                                                        |                 |                 |                            |         |       |
| =====                                                                                |                  |                                                        |                 |                 |                            |         |       |
| Attacks: {Laser} [Physical Attack, 1 Target, Only targets females]                   |                  |                                                        |                 |                 |                            |         |       |
| -----                                                                                | Demi             | [Magical Attack, 1 Target, Damage = 25% of Current HP] |                 |                 |                            |         |       |
|                                                                                      | Fire             | [Magical Attack, 1 Target, Fire Elemental]             |                 |                 |                            |         |       |
|                                                                                      | Bio              | [Magical attack, 1 Target, Inflicts Poison]            |                 |                 |                            |         |       |
|                                                                                      | Confuse          | [Change Status, 1 Target, Inflicts Confuse]            |                 |                 |                            |         |       |
|                                                                                      | Sleep            | [Change Status, 1 Target, Inflicts Sleep]              |                 |                 |                            |         |       |
| =====                                                                                |                  |                                                        |                 |                 |                            |         |       |

|                                |      |                   |           |         |         |              |          |
|--------------------------------|------|-------------------|-----------|---------|---------|--------------|----------|
| =====.                         |      |                   |           |         |         |              |          |
| Name: G-Soldier                |      |                   |           |         |         |              |          |
| =====o=====o=====o=====o=====. |      |                   |           |         |         |              |          |
| Level Range: 1-100             |      | HP Range: 45-3040 |           |         | AP: 1   | EXP: 20 (+3) |          |
| =====o=====o=====o=====o=====  |      |                   |           |         |         |              |          |
| Level:                         | HP:  | Strength:         | Vitality: | Magic:  | Spirit: | Speed:       | Evasion: |
| 1                              | 45   | 3                 | 1         | 1       | 2       | 5            | 0        |
| 10                             | 115  | 11                | 2         | 8       | 3       | 6            | 1        |
| 20                             | 240  | 18                | 3         | 16      | 4       | 6            | 2        |
| 30                             | 415  | 26                | 4         | 24      | 5       | 7            | 3        |
| 40                             | 640  | 33                | 6         | 31      | 7       | 8            | 3        |
| 50                             | 915  | 40                | 7         | 39      | 8       | 9            | 4        |
| 60                             | 1240 | 47                | 8         | 46      | 9       | 9            | 5        |
| 70                             | 1615 | 54                | 9         | 54      | 10      | 10           | 6        |
| 80                             | 2040 | 61                | 11        | 61      | 12      | 11           | 7        |
| 90                             | 2515 | 67                | 12        | 68      | 13      | 11           | 8        |
| 100                            | 3040 | 73                | 13        | 75      | 14      | 12           | 8        |
| =====o=====o=====o=====o=====  |      |                   |           |         |         |              |          |
| Fire:                          | Ice: | Lightning:        | Earth:    | Poison: | Wind:   | Water:       | Holy:    |
| [ ]                            | [ ]  | [ ]               | [ ]       | [2x]    | [ ]     | [ ]          | [ ]      |

|                                                                                                                          |              |                                            |               |                 |                       |                 |       |
|--------------------------------------------------------------------------------------------------------------------------|--------------|--------------------------------------------|---------------|-----------------|-----------------------|-----------------|-------|
| =====o=====                                                                                                              |              |                                            |               |                 |                       |                 |       |
| Death                                                                                                                    | Poison       | Petrify                                    | Darkness      | Silence         | Berserk               | Zombie          | Sleep |
| 70%                                                                                                                      | 80%          | 70%                                        | 80%           | 80%             | 60%                   | 70%             | 80%   |
| -----                                                                                                                    | -----        | -----                                      | -----         | -----           | -----                 | -----           | ----- |
| Slow                                                                                                                     | Stop         | Reflect                                    | Doom          | Slow Pet        | Float                 | Confuse         | Drain |
| 90%                                                                                                                      | 50%          | 100%                                       | 80%           | 70%             | 100%                  | 60%             | 100%  |
| -----                                                                                                                    | -----        | -----                                      | -----         | -----           | -----                 | -----           | ----- |
| Vit0: Yes   Blow Away: Yes   Gravity: Yes   LV Up/Down: Yes   The End: Yes                                               |              |                                            |               |                 |                       |                 |       |
| =====                                                                                                                    |              |                                            |               |                 |                       |                 |       |
| DRAW: Lvl 1-19: Fire, Thunder, Blizzard, Cure                                                                            |              |                                            |               |                 | DEVOUR: Cannot Devour |                 |       |
| Lvl 20-29: Fira, Thundara, Blizzara, Cura                                                                                |              |                                            |               |                 |                       |                 |       |
| Lvl 30+: Firaga, Thundaga, Blizzaga, Curaga                                                                              |              |                                            |               |                 |                       |                 |       |
| =====                                                                                                                    |              |                                            |               |                 |                       |                 |       |
| STEAL LIST: 50%                                                                                                          |              | Card Common: ---                           |               |                 | Card Rare: ---        |                 |       |
| =====o=====                                                                                                              |              | =====o=====                                |               |                 | =====o=====           |                 |       |
| Lvl: ~69.5% chance:                                                                                                      | ~20% chance: |                                            | ~5.8% chance: |                 | ~4.7% chance:         |                 |       |
| 1-19                                                                                                                     | 1x Potion    | 1x Potion                                  |               | 1x Phoenix Down |                       | 1x Phoenix Down |       |
| 20-29                                                                                                                    | 1x Potion    | 1x Phoenix Down                            |               | 1x Hi-Potion    |                       | 1x Hi-Potion    |       |
| 30+                                                                                                                      | 1x Hi-Potion | 2x Phoenix Down                            |               | 2x Phoenix Down |                       | 2x Phoenix Down |       |
| =====                                                                                                                    |              |                                            |               |                 |                       |                 |       |
| DROPS LIST: 50%                                                                                                          |              | Card Drop: ---                             |               |                 |                       |                 |       |
| =====o=====                                                                                                              |              | =====o=====                                |               |                 | =====o=====           |                 |       |
| Lvl: ~69.5% chance:                                                                                                      | ~20% chance: |                                            | ~5.8% chance: |                 | ~4.7% chance:         |                 |       |
| 1-19                                                                                                                     | 1x Potion    | 1x Potion                                  |               | 8x Normal Ammo  |                       | 1x Phoenix Down |       |
| 20-29                                                                                                                    | 1x Potion    | 1x Potion                                  |               | 1x Phoenix Down |                       | 1x Phoenix Down |       |
| 30+                                                                                                                      | 2x Potion    | 2x Potion                                  |               | 2x Phoenix Down |                       | 2x Phoenix Down |       |
| =====o=====                                                                                                              |              | =====o=====                                |               |                 | =====o=====           |                 |       |
| Scan Info: Galbadian soldier that uses magic with a sword. Strong enough, but nowhere near as strong as any SeeD member. |              |                                            |               |                 |                       |                 |       |
| =====                                                                                                                    |              |                                            |               |                 |                       |                 |       |
| Location(s): 1. D-District Prison.                                                                                       |              |                                            |               |                 |                       |                 |       |
| =====                                                                                                                    |              |                                            |               |                 |                       |                 |       |
| Attacks: {Sword Slash} [Physical Attack, 1 Target]                                                                       |              |                                            |               |                 |                       |                 |       |
| ----- Fire                                                                                                               |              | [Magical Attack, 1 Target, Fire Elemental] |               |                 |                       |                 |       |
| Fira                                                                                                                     |              | [Magical Attack, 1 Target, Fire Elemental] |               |                 |                       |                 |       |
| '=====                                                                                                                   |              |                                            |               |                 |                       |                 |       |

|                   |        |            |           |          |         |         |          |                       |        |        |
|-------------------|--------|------------|-----------|----------|---------|---------|----------|-----------------------|--------|--------|
| Name: Gargantua   |        |            |           |          |         |         |          | {BOSS-49}             |        |        |
| Level Range: 1-54 |        |            |           |          |         |         |          | HP Range: 10100-15400 | AP: 30 | EXP: 0 |
| Level:            | HP:    | Strength:  | Vitality: | Magic:   | Spirit: | Speed:  | Evasion: |                       |        |        |
| 1                 | 10100  | 26         | 180       | 5        | 0       | 26      | 0        |                       |        |        |
| 10                | 11000  | 41         | 180       | 37       | 0       | 28      | 1        |                       |        |        |
| 20                | 12000  | 57         | 180       | 70       | 0       | 30      | 1        |                       |        |        |
| 30                | 13000  | 76         | 180       | 100      | 0       | 32      | 2        |                       |        |        |
| 40                | 14000  | 89         | 180       | 127      | 0       | 34      | 2        |                       |        |        |
| 50                | 15000  | 104        | 180       | 151      | 0       | 35      | 3        |                       |        |        |
| 54                | 15400  | 111        | 180       | 160      | 0       | 36      | 3        |                       |        |        |
| Fire:             | Ice:   | Lightning: | Earth:    | Poison:  | Wind:   | Water:  | Holy:    |                       |        |        |
| [ ]               | [ ]    | [ ]        | [ ]       | [ ]      | [ ]     | [ ]     | [ ]      |                       |        |        |
| Death             | Poison | Petrify    | Darkness  | Silence  | Berserk | Zombie  | Sleep    |                       |        |        |
| ---               | ---    | ---        | ---       | ---      | ---     | ---     | ---      |                       |        |        |
| Slow              | Stop   | Reflect    | Doom      | Slow Pet | Float   | Confuse | Drain    |                       |        |        |
| ---               | ---    | ---        | ---       | ---      | ---     | ---     | ---      |                       |        |        |



|                                                                                                             |                |                                                         |              |                      |                     |               |               |               |
|-------------------------------------------------------------------------------------------------------------|----------------|---------------------------------------------------------|--------------|----------------------|---------------------|---------------|---------------|---------------|
| DRAW: Lvl 1-19: Sleep, Thunder                                                                              |                |                                                         |              | DEVOUR: Delicious!!! |                     |               |               |               |
| Lvl 20-29: Sleep, Thundara                                                                                  |                |                                                         |              | Delicious!!!         |                     |               |               |               |
| Lvl 30+: Sleep, Thundaga, Meltdown                                                                          |                |                                                         |              | Delicious!!!         |                     |               |               |               |
| =====                                                                                                       |                |                                                         |              |                      |                     |               |               |               |
| STEAL LIST: 50%                                                                                             |                | Card Common: Gayla                                      |              |                      | Card Rare: Gerogero |               |               |               |
| =====o=====                                                                                                 |                | =====o=====                                             |              |                      |                     |               |               |               |
| Lvl:                                                                                                        | ~69.5% chance: |                                                         | ~20% chance: |                      | ~5.8% chance:       |               | ~4.7% chance: |               |
| 1-19                                                                                                        | 1x             | Mystery Fluid                                           | 1x           | Mystery Fluid        | 1x                  | Mystery Fluid | 1x            | Mystery Fluid |
| 20-29                                                                                                       | 1x             | Mystery Fluid                                           | 1x           | Mystery Fluid        | 2x                  | Mystery Fluid | 2x            | Mystery Fluid |
| 30+                                                                                                         | 3x             | Mystery Fluid                                           | 3x           | Mystery Fluid        | 4x                  | Mystery Fluid | 4x            | Mystery Fluid |
| =====                                                                                                       |                |                                                         |              |                      |                     |               |               |               |
| DROPS LIST: 75%                                                                                             |                | Card Drop: Gayla                                        |              |                      |                     |               |               |               |
| =====o=====                                                                                                 |                | =====o=====                                             |              |                      |                     |               |               |               |
| Lvl:                                                                                                        | ~69.5% chance: |                                                         | ~20% chance: |                      | ~5.8% chance:       |               | ~4.7% chance: |               |
| 1-19                                                                                                        | 2x             | M-Stone Piece                                           | 2x           | M-Stone Piece        | 1x                  | Mystery Fluid | 1x            | Mystery Fluid |
| 20-29                                                                                                       | 2x             | Magic Stone                                             | 1x           | Mystery Fluid        | 2x                  | Mystery Fluid | 1x            | Magic Stone   |
| 30+                                                                                                         | 3x             | Wizard Stone                                            | 2x           | Mystery Fluid        | 3x                  | Mystery Fluid | 4x            | Mystery Fluid |
| =====o=====                                                                                                 |                |                                                         |              |                      |                     |               |               |               |
| Scan Info: Puts enemies to sleep, then attacks. Spits fluid which removes an enemy's strength while asleep. |                |                                                         |              |                      |                     |               |               |               |
| =====                                                                                                       |                |                                                         |              |                      |                     |               |               |               |
| Location(s): 1. Worldmap: Trabia Snowfields.                                                                |                |                                                         |              |                      |                     |               |               |               |
| =====                                                                                                       |                |                                                         |              |                      |                     |               |               |               |
| Attacks: {Head Bash}                                                                                        |                | [Physical Attack, 1 Target]                             |              |                      |                     |               |               |               |
| ----- {Tail Whip}                                                                                           |                | [Physical Attack, 1 Target]                             |              |                      |                     |               |               |               |
| Hypnotize                                                                                                   |                | [Change Status, 1 Target, Inflicts Sleep]               |              |                      |                     |               |               |               |
| Gastric Juice                                                                                               |                | [Physical Attack, 1 Target, Damage = 50% of Current HP] |              |                      |                     |               |               |               |
| =====                                                                                                       |                |                                                         |              |                      |                     |               |               |               |

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|                                          |        |                   |           |              |                  |                                |          |
|------------------------------------------|--------|-------------------|-----------|--------------|------------------|--------------------------------|----------|
| Name: Geezard                            |        |                   |           |              |                  |                                |          |
| =====o=====                              |        |                   |           |              |                  |                                |          |
| Level Range: 1-100                       |        | HP Range: 43-1840 |           |              | AP: 1            | EXP: 10 (+5)                   |          |
| =====o=====                              |        |                   |           |              |                  |                                |          |
| Level:                                   | HP:    | Strength:         | Vitality: | Magic:       | Spirit:          | Speed:                         | Evasion: |
| 1                                        | 43     | 5                 | 4         | 1            | 1                | 3                              | 0        |
| 10                                       | 85     | 12                | 4         | 6            | 2                | 4                              | 1        |
| 20                                       | 160    | 19                | 4         | 11           | 4                | 5                              | 1        |
| 30                                       | 265    | 25                | 4         | 16           | 6                | 6                              | 2        |
| 40                                       | 400    | 32                | 5         | 21           | 7                | 6                              | 3        |
| 50                                       | 565    | 38                | 5         | 26           | 9                | 7                              | 4        |
| 60                                       | 760    | 44                | 5         | 30           | 11               | 8                              | 4        |
| 70                                       | 985    | 50                | 6         | 34           | 12               | 9                              | 5        |
| 80                                       | 1240   | 55                | 6         | 37           | 14               | 10                             | 6        |
| 90                                       | 1525   | 60                | 6         | 41           | 16               | 11                             | 6        |
| 100                                      | 1840   | 65                | 7         | 44           | 17               | 11                             | 7        |
| =====o=====                              |        |                   |           |              |                  |                                |          |
| Fire:                                    | Ice:   | Lightning:        | Earth:    | Poison:      | Wind:            | Water:                         | Holy:    |
| [ ]                                      | [ ]    | [ ]               | [ ]       | [ ]          | [ ]              | [ ]                            | [ ]      |
| =====o=====                              |        |                   |           |              |                  |                                |          |
| Death                                    | Poison | Petrify           | Darkness  | Silence      | Berserk          | Zombie                         | Sleep    |
| 70%                                      | 80%    | 70%               | 80%       | 80%          | 60%              | 70%                            | 100%     |
| -----                                    |        |                   |           |              |                  |                                |          |
| Slow                                     | Stop   | Reflect           | Doom      | Slow Pet     | Float            | Confuse                        | Drain    |
| 90%                                      | 50%    | 100%              | 80%       | 70%          | 100%             | 60%                            | 100%     |
| -----                                    |        |                   |           |              |                  |                                |          |
| Vit0: Yes                                |        | Blow Away: Yes    |           | Gravity: Yes |                  | LV Up/Down: Yes   The End: Yes |          |
| =====                                    |        |                   |           |              |                  |                                |          |
| DRAW: Lvl 1-19: Thunder, Cure            |        |                   |           |              | DEVOUR: No good! |                                |          |
| Lvl 20-29: Thunder, Thundara, Cure, Cura |        |                   |           |              | Tastes awful!!!  |                                |          |

|                                                                                                              |                |                                              |                 |  |                  |                 |                  |
|--------------------------------------------------------------------------------------------------------------|----------------|----------------------------------------------|-----------------|--|------------------|-----------------|------------------|
| Lv1                                                                                                          |                | 30+: Thunder, Thundara, Cure, Cura           |                 |  |                  | Tastes awful!!! |                  |
| =====                                                                                                        |                |                                              |                 |  |                  |                 |                  |
| STEAL LIST: 50%                                                                                              |                | Card Common: Geezard                         |                 |  | Card Rare: ---   |                 |                  |
| =====O=====                                                                                                  |                | =====O=====                                  |                 |  | =====O=====      |                 |                  |
| Lvl:                                                                                                         | ~69.5% chance: |                                              | ~20% chance:    |  | ~5.8% chance:    |                 | ~4.7% chance:    |
| 1-19                                                                                                         | 8x Screw       |                                              | 8x Screw        |  | 8x Screw         |                 | 8x Screw         |
| 20-29                                                                                                        | 12x Screw      |                                              | 12x Screw       |  | 12x Screw        |                 | 12x Screw        |
| 30+                                                                                                          | 16x Screw      |                                              | 16x Screw       |  | 16x Screw        |                 | 16x Screw        |
| =====                                                                                                        |                |                                              |                 |  |                  |                 |                  |
| DROPS LIST: 50%                                                                                              |                | Card Drop: Geezard                           |                 |  |                  |                 |                  |
| =====O=====                                                                                                  |                | =====O=====O=====                            |                 |  |                  |                 |                  |
| Lvl:                                                                                                         | ~69.5% chance: |                                              | ~20% chance:    |  | ~5.8% chance:    |                 | ~4.7% chance:    |
| 1-19                                                                                                         | 2x Screw       |                                              | 4x Screw        |  | 1x Healing Water |                 | 1x Healing Water |
| 20-29                                                                                                        | 4x Screw       |                                              | 1x Magic Stone  |  | 2x Healing Water |                 | 2x Healing Water |
| 30+                                                                                                          | 6x Screw       |                                              | 1x Wizard Stone |  | 2x Healing Water |                 | 2x Healing Water |
| =====O=====                                                                                                  |                | =====O=====O=====O=====                      |                 |  |                  |                 |                  |
| Scan Info: Lives in humid places. It sneak-attacks humans that pass by. Uses status attack when fully grown. |                |                                              |                 |  |                  |                 |                  |
| =====                                                                                                        |                |                                              |                 |  |                  |                 |                  |
| Location(s): 1. Worldmap: Dollet Plains.                                                                     |                |                                              |                 |  |                  |                 |                  |
| =====                                                                                                        |                |                                              |                 |  |                  |                 |                  |
| Attacks: Fire                                                                                                |                | [Magical Attack, 1 Target, Fire Elemental]   |                 |  |                  |                 |                  |
| ----- Fira                                                                                                   |                | [Magical Attack, 1 Target, Fire Elemental]   |                 |  |                  |                 |                  |
| {Swipe}                                                                                                      |                | [Physical Attack, 1 Target]                  |                 |  |                  |                 |                  |
| {Head attack}                                                                                                |                | [Physical Attack, 1 Target]                  |                 |  |                  |                 |                  |
| Bad Breath                                                                                                   |                | [Magical Attack, All Targets, Inflicts Slow] |                 |  |                  |                 |                  |
| =====                                                                                                        |                |                                              |                 |  |                  |                 |                  |

|                                                |                  |                    |                      |              |                       |                    |                  |              |           |
|------------------------------------------------|------------------|--------------------|----------------------|--------------|-----------------------|--------------------|------------------|--------------|-----------|
| Name: Gerogero                                 |                  |                    |                      |              |                       |                    |                  | UNDEAD ENEMY | {BOSS-10} |
| Level Range: 1-12                              |                  | HP Range: 350-3650 |                      |              | AP: 20                |                    | EXP: 0           |              |           |
| Level:                                         | HP:              | Strength:          | Vitality:            | Magic:       | Spirit:               | Speed:             | Evasion:         |              |           |
| 1                                              | 350              | 35                 | 17                   | 61           | 36                    | 9                  | 5                |              |           |
| 10                                             | 3050             | 41                 | 35                   | 75           | 40                    | 19                 | 6                |              |           |
| 12                                             | 3650             | 43                 | 39                   | 78           | 41                    | 21                 | 6                |              |           |
| Fire:                                          | Ice:             | Lightning:         | Earth:               | Poison:      | Wind:                 | Water:             | Holy:            |              |           |
| [x2]                                           | [ ]              | [ ]                | [x2]                 | [Imm]        | [ ]                   | [ ]                | [x3]             |              |           |
| Death                                          | Poison           | Petrify            | Darkness             | Silence      | Berserk               | Zombie             | Sleep            |              |           |
| 100%                                           | ---              | ---                | ---                  | ---          | ---                   | ---                | ---              |              |           |
| Slow                                           | Stop             | Reflect            | Doom                 | Slow Pet     | Float                 | Confuse            | Drain            |              |           |
| 90%                                            | ---              | ---                | 80%                  | ---          | ---                   | ---                | ---              |              |           |
| Vit0: Yes                                      |                  | Blow Away: No      |                      | Gravity: Yes |                       | LV Up/Down: No     |                  | The End: No! |           |
| DRAW: Lvl 1-12: Esuna, Double, Berserk, Zombie |                  |                    |                      |              | DEVOUR: Cannot Devour |                    |                  |              |           |
| STEAL LIST: 50%                                |                  |                    | Card Mod Common: --- |              |                       | Card Mod Rare: --- |                  |              |           |
| Lvl:                                           | ~69.5% chance:   |                    | ~20% chance:         |              | ~5.8% chance:         |                    | ~4.7% chance:    |              |           |
| 1-12                                           | 2x Phoenix Down  |                    | 2x Phoenix Down      |              | 2x Phoenix Down       |                    | 2x Phoenix Down  |              |           |
| DROPS LIST: 100%                               |                  |                    | Card Drop: ---       |              |                       |                    |                  |              |           |
| Lvl:                                           | ~69.5% chance:   |                    | ~20% chance:         |              | ~5.8% chance:         |                    | ~4.7% chance:    |              |           |
| 1-12                                           | 8x Zombie Powder |                    | 8x Zombie Powder     |              | 8x Zombie Powder      |                    | 8x Zombie Powder |              |           |

```
=====
| Scan Info: A monster that posed as President Deling. Attacks with its
| deformed arms and status attacks.
|=====
| Location(s): 1. Forest Owls Train.
|=====
| Attacks: {Arm Attack} [Physical Attack, 1 Target]
| ----- 'Brrawghh' [Magical Attack, 1 Target, Inflicts Slow, Curse, Blind]
|           Sleep [Change Status, 1 Target, Inflicts Sleep]
|           Berserk [Change Status, 1 Target, Inflicts Berserk]
|           Silence [Change Status, 1 Target, Inflicts Silence]
|           Dispel [Change Status, 1 Target, Removes good statuses]
|=====
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|Name: Gesper |

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| Level Range: 1-100 | HP Range: 525-14900 | AP: 2 | EXP: 32 (+8) |

|=====o=====o=====o=====o=====o=====o=====o=====.

| Level: | HP:   | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
|--------|-------|-----------|-----------|--------|---------|--------|----------|
| 1      | 525   | 6         | 10        | 51     | 60      | 4      | 2        |
| 10     | 750   | 16        | 10        | 62     | 61      | 7      | 3        |
| 20     | 1460  | 26        | 11        | 75     | 62      | 9      | 4        |
| 30     | 2300  | 37        | 12        | 87     | 63      | 12     | 4        |
| 40     | 3380  | 48        | 13        | 100    | 64      | 14     | 4        |
| 50     | 4700  | 58        | 14        | 112    | 65      | 17     | 5        |
| 60     | 6260  | 69        | 15        | 124    | 66      | 19     | 5        |
| 70     | 8060  | 79        | 15        | 135    | 67      | 22     | 5        |
| 80     | 10100 | 89        | 16        | 147    | 68      | 24     | 6        |
| 90     | 12380 | 99        | 17        | 158    | 69      | 27     | 6        |
| 100    | 14900 | 109       | 18        | 169    | 70      | 29     | 6        |

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| Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy: |
|-------|------|------------|--------|---------|-------|--------|-------|
| [ ]   | [ ]  | [ ]        | [ ]    | [x2]    | [ ]   | [ ]    | [ ]   |

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| Death | Poison | Petrify | Darkness | Silence  | Berserk | Zombie  | Sleep |
|-------|--------|---------|----------|----------|---------|---------|-------|
| 70%   | 80%    | 70%     | 80%      | 80%      | 60%     | 70%     | 100%  |
| ----- |        |         |          |          |         |         |       |
| Slow  | Stop   | Reflect | Doom     | Slow Pet | Float   | Confuse | Drain |
| 90%   | 50%    | 100%    | 80%      | 70%      | 100%    | 60%     | 100%  |
| ----- |        |         |          |          |         |         |       |

| Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes |

|=====

|                                         |                        |
|-----------------------------------------|------------------------|
| DRAW: Lvl 1-19: Shell, Protect          | DEVOUR: Tastes okay... |
| Lvl 20-29: Shell, Protect, Float        | Tastes okay...         |
| Lvl 30+: Shell, Protect, Confuse, Float | Tastes okay...         |

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|                 |                     |                   |
|-----------------|---------------------|-------------------|
| STEAL LIST: 50% | Card Common: Gesper | Card Rare: Iguion |
|-----------------|---------------------|-------------------|

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|                     |               |               |               |
|---------------------|---------------|---------------|---------------|
| Lvl: ~69.5% chance: | ~20% chance:  | ~5.8% chance: | ~4.7% chance: |
| 1-19 1x Black Hole  | 1x Black Hole | 1x Black Hole | 1x Black Hole |
| 20-29 2x Black Hole | 2x Black Hole | 2x Black Hole | 2x Black Hole |
| 30+ 2x Black Hole   | 2x Black Hole | 2x Black Hole | 2x Black Hole |

|=====

|                 |                   |
|-----------------|-------------------|
| DROPS LIST: 75% | Card Drop: Gesper |
|-----------------|-------------------|

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|                     |                  |               |               |
|---------------------|------------------|---------------|---------------|
| Lvl: ~69.5% chance: | ~20% chance:     | ~5.8% chance: | ~4.7% chance: |
| 1-19 1x Black Hole  | 4x M-Stone Piece | 1x Remedy     | 1x Remedy     |
| 20-29 2x Black Hole | 2x Black Hole    | 2x Remedy     | 2x Remedy     |
| 30+ 1x Black Hole   | 4x Wizard Stone  | 2x Remedy     | 4x Remedy     |

```

=====
Scan Info: Esthar's defective weapon. Attacks enemies and allies alike.
Degenerator destroys opponents.
=====
Location(s): 1. Laguna Dream #2: Lunatic Pandora.
=====
Attacks: {Punch}      [Physical Attack, 1 Target]
----- Telekinesis [Physical Attack, 1 Target]
          Degenerator [Blue Magic, 1 Target, Kills and removes the target
                      from battle, Not used if only 1 character left]
          Cure        [Magical Recovery, 1 Target]
          Protect     [Change Status, 1 Ally, Inflicts Protect]
          Shell       [Change Status, 1 Ally, Inflicts Shell]
          Silence     [Change Status, 1 Target, Inflicts Silence]
          Confuse     [Change Status, 1 Target, Inflicts Confuse]
          Blind       [Change Status, 1 Target, Inflicts Blind]
          Float       [Change Status, 1 Target, Inflicts Float]
          Berserk     [Change Status, 1 Target, Inflicts Berserk]
          Slow        [Change Status, 1 Target, Inflicts Slow]
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|Name: GIM47N |

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| Level Range: 1-100 | HP Range: 310-6300 | AP: 3 | EXP: 30 (+5) |

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| Level: | HP:  | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
|--------|------|-----------|-----------|--------|---------|--------|----------|
| 1      | 310  | 11        | 40        | 2      | 6       | 2      | 0        |
| 10     | 450  | 21        | 40        | 3      | 7       | 3      | 1        |
| 20     | 700  | 32        | 41        | 5      | 8       | 3      | 1        |
| 30     | 1050 | 43        | 41        | 6      | 9       | 4      | 2        |
| 40     | 1500 | 53        | 41        | 7      | 11      | 5      | 3        |
| 50     | 2050 | 62        | 43        | 9      | 12      | 5      | 3        |
| 60     | 2700 | 71        | 43        | 10     | 13      | 6      | 4        |
| 70     | 3450 | 80        | 44        | 11     | 14      | 6      | 4        |
| 80     | 4300 | 88        | 45        | 12     | 16      | 7      | 5        |
| 90     | 5250 | 95        | 45        | 13     | 17      | 8      | 6        |
| 100    | 6300 | 102       | 46        | 13     | 18      | 8      | 6        |

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| Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy: |
|-------|------|------------|--------|---------|-------|--------|-------|
| [ ]   | [ ]  | [1.5x]     | [1.5x] | [Imm]   | [ ]   | [2x]   | [ ]   |

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| Death | Poison | Petrify | Darkness | Silence  | Berserk | Zombie  | Sleep |
|-------|--------|---------|----------|----------|---------|---------|-------|
| ---   | ---    | ---     | 60%      | ---      | 50%     | ---     | 40%   |
| ----- | -----  | -----   | -----    | -----    | -----   | -----   | ----- |
| Slow  | Stop   | Reflect | Doom     | Slow Pet | Float   | Confuse | Drain |
| 90%   | 50%    | 100%    | ---      | ---      | ---     | 60%     | ---   |

|-----'-----'-----'-----'-----'-----'-----'-----.

| Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes |

|=====.

|                                         |                  |
|-----------------------------------------|------------------|
| DRAW: Lvl 1-19: Shell, Protect          | DEVOUR: No good! |
| Lvl 20-29: Shell, Protect, Float        | No good!         |
| Lvl 30+: Shell, Protect, Confuse, Float | Tastes awful!!!  |

|=====.

| STEAL LIST: 50% | Card Common: GIM47N | Card Rare: Oilboyle |

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| Lvl:  | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance: |
|-------|----------------|--------------|---------------|---------------|
| 1-19  | 2x Steel Orb   | 2x Steel Orb | 2x Steel Orb  | 2x Steel Orb  |
| 20-29 | 3x Steel Orb   | 3x Steel Orb | 3x Steel Orb  | 3x Steel Orb  |
| 30+   | 6x Steel Orb   | 6x Steel Orb | 6x Steel Orb  | 6x Steel Orb  |



|                                                                                                                                  |  |  |  |                   |  |  |  |
|----------------------------------------------------------------------------------------------------------------------------------|--|--|--|-------------------|--|--|--|
| DROPS LIST: 75%                                                                                                                  |  |  |  | Card Drop: GIM47N |  |  |  |
| Lvl:   ~69.5% chance:                                                                                                            |  |  |  | ~20% chance:      |  |  |  |
| 1-19   1x Steel Orb                                                                                                              |  |  |  | 4x Screw          |  |  |  |
| 20-29   2x Steel Orb                                                                                                             |  |  |  | 6x Screw          |  |  |  |
| 30+   4x Steel Orb                                                                                                               |  |  |  | 8x Screw          |  |  |  |
| Scan Info: An older type of Galbadian support weapon. Has a laser cannon, but mostly punches using the steel orbs on both hands. |  |  |  |                   |  |  |  |
| Location(s): 1. D-District Prison.                                                                                               |  |  |  |                   |  |  |  |
| Attacks: {Punch} [Physical Attack, 1 Target]                                                                                     |  |  |  |                   |  |  |  |
| ----- Chain Gun [Physical Attack, All Targets]                                                                                   |  |  |  |                   |  |  |  |
| Reflect [Change Status, 1 Ally, Inflicts Reflect]                                                                                |  |  |  |                   |  |  |  |
| Dispel [Change Status, 1 Target, Removes good statuses]                                                                          |  |  |  |                   |  |  |  |

|                                                                            |        |            |           |                                   |         |         |          |
|----------------------------------------------------------------------------|--------|------------|-----------|-----------------------------------|---------|---------|----------|
| Name: GIM52A                                                               |        |            |           |                                   |         |         |          |
| Level Range: 1-100   HP Range: 1431-19400   AP: 3   EXP: 30 (+8)           |        |            |           |                                   |         |         |          |
| Level:                                                                     | HP:    | Strength:  | Vitality: | Magic:                            | Spirit: | Speed:  | Evasion: |
| 1                                                                          | 1431   | 13         | 3         | 5                                 | 120     | 5       | 0        |
| 10                                                                         | 1850   | 26         | 12        | 15                                | 121     | 6       | 1        |
| 20                                                                         | 2600   | 39         | 22        | 26                                | 122     | 8       | 1        |
| 30                                                                         | 3650   | 53         | 32        | 37                                | 123     | 9       | 2        |
| 40                                                                         | 5000   | 66         | 43        | 47                                | 125     | 10      | 2        |
| 50                                                                         | 6650   | 79         | 53        | 57                                | 126     | 11      | 3        |
| 60                                                                         | 8600   | 91         | 63        | 67                                | 127     | 13      | 3        |
| 70                                                                         | 10850  | 104        | 73        | 77                                | 128     | 14      | 4        |
| 80                                                                         | 13400  | 116        | 84        | 86                                | 130     | 15      | 4        |
| 90                                                                         | 16250  | 128        | 94        | 95                                | 131     | 16      | 5        |
| 100                                                                        | 19400  | 140        | 104       | 104                               | 132     | 18      | 5        |
| Fire:                                                                      | Ice:   | Lightning: | Earth:    | Poison:                           | Wind:   | Water:  | Holy:    |
| [ ]                                                                        | [ ]    | [1.5x]     | [1.5x]    | [Imm]                             | [ ]     | [1.5x]  | [ ]      |
| Death                                                                      | Poison | Petrify    | Darkness  | Silence                           | Berserk | Zombie  | Sleep    |
| ---                                                                        | ---    | ---        | 60%       | ---                               | ---     | ---     | ---      |
| Slow                                                                       | Stop   | Reflect    | Doom      | Slow Pet                          | Float   | Confuse | Drain    |
| 90%                                                                        | 50%    | ---        | ---       | ---                               | ---     | ---     | ---      |
| Vit0: Yes   Blow Away: Yes   Gravity: Yes   LV Up/Down: Yes   The End: Yes |        |            |           |                                   |         |         |          |
| DRAW: Lvl 1-19: Haste, Slow                                                |        |            |           | DEVOUR: No good!                  |         |         |          |
| Lvl Haste, Slow, Dispel                                                    |        |            |           | No good!                          |         |         |          |
| Lvl 30+: Haste, SLow, Esuna, Dispel                                        |        |            |           | Tastes awful!!!                   |         |         |          |
| STEAL LIST: 50%                                                            |        |            |           | Card Common: ---   Card Rare: --- |         |         |          |
| Lvl:   ~69.5% chance:                                                      |        |            |           | ~20% chance:                      |         |         |          |
| 1-19   1x Missile                                                          |        |            |           | 1x Missile                        |         |         |          |
| 20-29   1x Missile                                                         |        |            |           | 1x Missile                        |         |         |          |
| 30+   2x Missile                                                           |        |            |           | 2x Missile                        |         |         |          |

|                                                                                                                       |                |                         |               |
|-----------------------------------------------------------------------------------------------------------------------|----------------|-------------------------|---------------|
| DROPS LIST: 75%                                                                                                       |                | Card Drop: ---          |               |
| =====O=====                                                                                                           |                | =====O=====O=====       |               |
| Lvl:                                                                                                                  | ~69.5% chance: | ~20% chance:            | ~5.8% chance: |
| 1-19                                                                                                                  | 4x Screw       | 1x Missile              | 1x Windmill   |
| 20-29                                                                                                                 | 8x Screw       | 1x Missile              | 1x Windmill   |
| 30+                                                                                                                   | 2x Missile     | 3x Fuel                 | 2x Windmill   |
| =====O=====                                                                                                           |                | =====O=====O=====O===== |               |
| Scan Info: A Galbadian machine that attacks with magic and missiles. The more advanced models use high-powered beams. |                |                         |               |
| =====                                                                                                                 |                |                         |               |
| Location(s): 1. D-District Prison.                                                                                    |                |                         |               |
| =====                                                                                                                 |                |                         |               |
| Attacks: {Punch} [Physical Attack, 1 Target]                                                                          |                |                         |               |
| ----- Thundara [Magical Attack, 1 Target, Lightning Elemental]                                                        |                |                         |               |
| Thundaga [Magical Attack, 1 Target, Lightning Elemental]                                                              |                |                         |               |
| Micro Missiles [Blue Magic (Physical), 1 Target,                                                                      |                |                         |               |
| Damage = 50% of Current HP, With Protect only 25%]                                                                    |                |                         |               |
| Ray Bomb [Blue Magic, All Targets]                                                                                    |                |                         |               |
| Battle Notes: GIM52A's (Boss) highest Level in D-District Prison is Level 70.                                         |                |                         |               |
| =====                                                                                                                 |                |                         |               |

|                                        |                 |                          |           |                |                          |                 |          |
|----------------------------------------|-----------------|--------------------------|-----------|----------------|--------------------------|-----------------|----------|
| Name: Glacial Eye                      |                 |                          |           |                |                          |                 |          |
| Level Range: 1-100                     |                 | HP Range: 205-3200       |           |                | AP: 1                    | EXP: 15 (+5)    |          |
| Level:                                 | HP:             | Strength:                | Vitality: | Magic:         | Spirit:                  | Speed:          | Evasion: |
| 1                                      | 205             | 3                        | 12        | 5              | 100                      | 10              | 0        |
| 10                                     | 275             | 9                        | 15        | 12             | 100                      | 10              | 0        |
| 20                                     | 400             | 15                       | 18        | 20             | 101                      | 11              | 1        |
| 30                                     | 575             | 21                       | 22        | 28             | 101                      | 11              | 1        |
| 40                                     | 800             | 26                       | 25        | 36             | 102                      | 12              | 1        |
| 50                                     | 1075            | 31                       | 28        | 43             | 103                      | 12              | 2        |
| 60                                     | 1400            | 35                       | 32        | 51             | 103                      | 13              | 2        |
| 70                                     | 1775            | 39                       | 35        | 58             | 104                      | 13              | 2        |
| 80                                     | 2200            | 42                       | 38        | 65             | 105                      | 13              | 3        |
| 90                                     | 2675            | 45                       | 42        | 72             | 105                      | 14              | 3        |
| 100                                    | 3200            | 47                       | 45        | 79             | 106                      | 14              | 3        |
| Fire:                                  | Ice:            | Lightning:               | Earth:    | Poison:        | Wind:                    | Water:          | Holy:    |
| [1.5x]                                 | [Imm]           | [ ]                      | [Imm]     | [ ]            | [ ]                      | [ ]             | [ ]      |
| Death                                  | Poison          | Petrify                  | Darkness  | Silence        | Berserk                  | Zombie          | Sleep    |
| ---                                    | 80%             | 70%                      | 80%       | 30%            | 50%                      | 70%             | 100%     |
| Slow                                   | Stop            | Reflect                  | Doom      | Slow Pet       | Float                    | Confuse         | Drain    |
| 90%                                    | 50%             | 100%                     | 80%       | 70%            | 100%                     | 60%             | 100%     |
| Vit0: Yes                              |                 | Blow Away: Yes           |           | Gravity: Yes   |                          | LV Up/Down: Yes |          |
| The End: Yes                           |                 |                          |           |                |                          |                 |          |
| DRAW: Lvl 1-19: Blizzard, Cure, Scan   |                 |                          |           |                | DEVOUR: Tastes okay...   |                 |          |
| Lvl 20-29: Haste, Blizzara, Cura, Scan |                 |                          |           |                | Tastes okay...           |                 |          |
| Lvl 30+: Blizzara, Cura, Scan          |                 |                          |           |                | Tastes okay...           |                 |          |
| STEAL LIST: 50%                        |                 | Card Common: Glacial Eye |           |                | Card Rare: Jumbo Cactuar |                 |          |
| Lvl:                                   | ~69.5% chance:  | ~20% chance:             |           | ~5.8% chance:  |                          | ~4.7% chance:   |          |
| 1-19                                   | 1x Vampire Fang | 1x Arctic Wind           |           | 1x Arctic Wind |                          | 1x Arctic Wind  |          |
| 20-29                                  | 1x Vampire Fang | 1x North Wind            |           | 1x North Wind  |                          | 1x North Wind   |          |

|                                                                                                                    |                  |                                                                        |                 |                |
|--------------------------------------------------------------------------------------------------------------------|------------------|------------------------------------------------------------------------|-----------------|----------------|
| 30+                                                                                                                | 2x Vampire Fang  | 2x North Wind                                                          | 2x North Wind   | 2x North Wind  |
| =====                                                                                                              |                  |                                                                        |                 |                |
| DROPS LIST: 75%                                                                                                    |                  | Card Drop: Glacial Eye                                                 |                 |                |
| =====O=====                                                                                                        |                  | =====O=====O=====                                                      |                 |                |
| Lvl:                                                                                                               | ~69.5% chance:   | ~20% chance:                                                           | ~5.8% chance:   | ~4.7% chance:  |
| 1-19                                                                                                               | 1x M-Stone Piece | 2x M-Stone Piece                                                       | 1x Vampire Fang | 1x Arctic Wind |
| 20-29                                                                                                              | 1x Vampire Fang  | 1x North Wind                                                          | 2x Arctic Wind  | 3x Arctic Wind |
| 30+                                                                                                                | 2x Vampire Fang  | 1x North Wind                                                          | 2x North Wind   | 2x North Wind  |
| =====O=====O=====O=====O=====                                                                                      |                  |                                                                        |                 |                |
| Scan Info: A floating monster that uses Ice magic. When running low on HP, uses Vampire to suck HP from opponents. |                  |                                                                        |                 |                |
| =====                                                                                                              |                  |                                                                        |                 |                |
| Location(s): 1. Worldmap: Balamb Alcauld Plains.                                                                   |                  |                                                                        |                 |                |
| =====                                                                                                              |                  |                                                                        |                 |                |
| Attacks: Blizzara                                                                                                  |                  | [Magical Attack, 1 Target, Ice Elemental]                              |                 |                |
| ----- Blizzaga                                                                                                     |                  | [Magical Attack, 1 Target, Ice Elemental]                              |                 |                |
| Reflect                                                                                                            |                  | [Change Status, 1 Target, Inflicts Reflect]                            |                 |                |
| Silence                                                                                                            |                  | [Change Status, 1 Target, Inflicts Silence]                            |                 |                |
| Petrify Stare                                                                                                      |                  | [Change Status, 1 Target, Inflicts Petrify]                            |                 |                |
| Vampire                                                                                                            |                  | [Physical Absorb, 1 Target, Used when at it falls below 25% of Max HP] |                 |                |
| {Tail Slash}                                                                                                       |                  | [Physical Attack, 1 Target]                                            |                 |                |
| =====                                                                                                              |                  |                                                                        |                 |                |

|                                                       |                 |                |                                                       |              |                 |                       |          |                 |  |         |  |  |
|-------------------------------------------------------|-----------------|----------------|-------------------------------------------------------|--------------|-----------------|-----------------------|----------|-----------------|--|---------|--|--|
| .=====.                                               |                 |                |                                                       |              |                 |                       |          | .-----.         |  | .-----. |  |  |
| Name: Grinaldo                                        |                 |                |                                                       |              |                 | FLYING ENEMY          |          | {BOSS-6}        |  |         |  |  |
| =====O=====                                           |                 |                |                                                       |              |                 |                       |          | =====O=====     |  |         |  |  |
| Level Range: 1-11                                     |                 |                | HP Range: 1314-1538                                   |              |                 | AP: 5                 |          | EXP: 40 (+10)   |  |         |  |  |
| =====O=====O=====O=====O=====O=====O=====O=====O===== |                 |                |                                                       |              |                 |                       |          |                 |  |         |  |  |
| Level:                                                | HP:             | Strength:      | Vitality:                                             | Magic:       | Spirit:         | Speed:                | Evasion: |                 |  |         |  |  |
| 1                                                     | 1314            | 2              | 3                                                     | 2            | 3               | 10                    | 0        |                 |  |         |  |  |
| 10                                                    | 1510            | 14             | 26                                                    | 20           | 22              | 11                    | 2        |                 |  |         |  |  |
| 11                                                    | 1538            | 15             | 28                                                    | 22           | 24              | 11                    | 2        |                 |  |         |  |  |
| =====O=====O=====O=====O=====O=====O=====O=====O===== |                 |                |                                                       |              |                 |                       |          |                 |  |         |  |  |
| Fire:                                                 | Ice:            | Lightning:     | Earth:                                                | Poison:      | Wind:           | Water:                | Holy:    |                 |  |         |  |  |
| [ ]                                                   | [ ]             | [ ]            | [Imm]                                                 | [ ]          | [ ]             | [ ]                   | [ ]      |                 |  |         |  |  |
| =====O=====O=====O=====O=====O=====O=====O=====O===== |                 |                |                                                       |              |                 |                       |          |                 |  |         |  |  |
| Death                                                 | Poison          | Petrify        | Darkness                                              | Silence      | Berserk         | Zombie                | Sleep    |                 |  |         |  |  |
| 10%                                                   | 40%             | ---            | ---                                                   | ---          | ---             | ---                   | 40%      |                 |  |         |  |  |
| -----                                                 | -----           | -----          | -----                                                 | -----        | -----           | -----                 | -----    |                 |  |         |  |  |
| Slow                                                  | Stop            | Reflect        | Doom                                                  | Slow Pet     | Float           | Confuse               | Drain    |                 |  |         |  |  |
| 90%                                                   | 10%             | 100%           | 40%                                                   | ---          | ---             | ---                   | 100%     |                 |  |         |  |  |
| -----'-----'-----'-----'-----'-----'-----'-----'----- |                 |                |                                                       |              |                 |                       |          |                 |  |         |  |  |
| Vit0: Yes                                             |                 | Blow Away: 80% |                                                       | Gravity: Yes |                 | LV Up/Down: Yes       |          | The End: Yes    |  |         |  |  |
| =====                                                 |                 |                |                                                       |              |                 |                       |          |                 |  |         |  |  |
| DRAW: Lvl 1-19: Sleep, Blind, Shell                   |                 |                |                                                       |              |                 | DEVOUR: Cannot Devour |          |                 |  |         |  |  |
| Lvl 20-29: Sleep, Blind, Shell                        |                 |                |                                                       |              |                 |                       |          |                 |  |         |  |  |
| Lvl 30+: Sleep, Confuse, Shell, Pain                  |                 |                |                                                       |              |                 |                       |          |                 |  |         |  |  |
| =====                                                 |                 |                |                                                       |              |                 |                       |          |                 |  |         |  |  |
| STEAL LIST: 25%                                       |                 |                | Card Common: ---                                      |              |                 | Card Rare: ---        |          |                 |  |         |  |  |
| =====O=====                                           |                 |                | =====O=====O=====O=====O=====O=====O=====O=====O===== |              |                 |                       |          |                 |  |         |  |  |
| Lvl:                                                  | ~69.5% chance:  |                | ~20% chance:                                          |              | ~5.8% chance:   |                       |          | ~4.7% chance:   |  |         |  |  |
| 1-19                                                  | 8x Wizard Stone |                | 8x Wizard Stone                                       |              | 8x Wizard Stone |                       |          | 8x Wizard Stone |  |         |  |  |
| 20-29                                                 | 8x Wizard Stone |                | 8x Wizard Stone                                       |              | 8x Wizard Stone |                       |          | 8x Wizard Stone |  |         |  |  |
| 30+                                                   | 8x Wizard Stone |                | 8x Wizard Stone                                       |              | 8x Wizard Stone |                       |          | 8x Wizard Stone |  |         |  |  |
| =====                                                 |                 |                |                                                       |              |                 |                       |          |                 |  |         |  |  |
| DROPS LIST: 100%                                      |                 |                | Card Drop: ---                                        |              |                 |                       |          |                 |  |         |  |  |
| =====O=====                                           |                 |                | =====O=====O=====O=====O=====O=====O=====O=====O===== |              |                 |                       |          |                 |  |         |  |  |
| Lvl:                                                  | ~69.5% chance:  |                | ~20% chance:                                          |              | ~5.8% chance:   |                       |          | ~4.7% chance:   |  |         |  |  |
| 1-19                                                  | 4x Wizard Stone |                | 4x Wizard Stone                                       |              | 4x Wizard Stone |                       |          | 4x Wizard Stone |  |         |  |  |

|                                                                                                                           |                 |                 |                 |                 |
|---------------------------------------------------------------------------------------------------------------------------|-----------------|-----------------|-----------------|-----------------|
| 20-29                                                                                                                     | 4x Wizard Stone | 4x Wizard Stone | 4x Wizard Stone | 4x Wizard Stone |
| 30+                                                                                                                       | 4x Wizard Stone | 4x Wizard Stone | 4x Wizard Stone | 4x Wizard Stone |
| =====                                                                                                                     |                 |                 |                 |                 |
| Scan Info: A large insect-type monster that is a survivor of some ancient race. Uses its large spikes and tail to attack. |                 |                 |                 |                 |
| =====                                                                                                                     |                 |                 |                 |                 |
| Location(s): 1. Balamb Garden Training Center.                                                                            |                 |                 |                 |                 |
| =====                                                                                                                     |                 |                 |                 |                 |
| Attacks: {Raldo Throw} [Physical Attack, 1 Target, Only with Raldo(s) alive]                                              |                 |                 |                 |                 |
| ----- {Raldo Ball} [Physical Attack, 1 Target, Only with Raldo(s) alive]                                                  |                 |                 |                 |                 |
| {Claw} [Physical Attack, 1 Target, Only used when no Raldo(s) are alive]                                                  |                 |                 |                 |                 |
| =====                                                                                                                     |                 |                 |                 |                 |

|                                                 |                |                           |                  |                                                 |                      |                 |                  |  |  |  |  |
|-------------------------------------------------|----------------|---------------------------|------------------|-------------------------------------------------|----------------------|-----------------|------------------|--|--|--|--|
| =====.                                          |                |                           |                  |                                                 |                      |                 |                  |  |  |  |  |
| Name: Grand Mantis                              |                |                           |                  |                                                 |                      |                 |                  |  |  |  |  |
| =====O=====O=====O=====O=====O=====O=====O===== |                |                           |                  |                                                 |                      |                 |                  |  |  |  |  |
| Level Range: 1-100                              |                | HP Range: 5213-13000      |                  | AP: 4                                           |                      | EXP: 80 (+20)   |                  |  |  |  |  |
| =====O=====O=====O=====O=====O=====O=====O===== |                |                           |                  |                                                 |                      |                 |                  |  |  |  |  |
| Level:                                          | HP:            | Strength:                 | Vitality:        | Magic:                                          | Spirit:              | Speed:          | Evasion:         |  |  |  |  |
| 1                                               | 5213           | 8                         | 150              | 2                                               | 2                    | 3               | 0                |  |  |  |  |
| 10                                              | 5395           | 18                        | 152              | 3                                               | 6                    | 4               | 0                |  |  |  |  |
| 20                                              | 5720           | 28                        | 155              | 5                                               | 12                   | 5               | 1                |  |  |  |  |
| 30                                              | 6175           | 37                        | 157              | 6                                               | 17                   | 6               | 1                |  |  |  |  |
| 40                                              | 6760           | 47                        | 160              | 7                                               | 23                   | 7               | 1                |  |  |  |  |
| 50                                              | 7475           | 56                        | 162              | 9                                               | 28                   | 8               | 2                |  |  |  |  |
| 60                                              | 8320           | 65                        | 165              | 10                                              | 34                   | 9               | 2                |  |  |  |  |
| 70                                              | 9295           | 73                        | 167              | 11                                              | 39                   | 10              | 3                |  |  |  |  |
| 80                                              | 10400          | 81                        | 170              | 12                                              | 45                   | 11              | 3                |  |  |  |  |
| 90                                              | 11635          | 89                        | 172              | 13                                              | 50                   | 12              | 3                |  |  |  |  |
| 100                                             | 13000          | 97                        | 175              | 13                                              | 56                   | 13              | 4                |  |  |  |  |
| =====O=====O=====O=====O=====O=====O=====O===== |                |                           |                  |                                                 |                      |                 |                  |  |  |  |  |
| Fire:                                           | Ice:           | Lightning:                | Earth:           | Poison:                                         | Wind:                | Water:          | Holy:            |  |  |  |  |
| [ ]                                             | [2x]           | [2x]                      | [ ]              | [ ]                                             | [ ]                  | [0.5x]          | [ ]              |  |  |  |  |
| =====O=====O=====O=====O=====O=====O=====O===== |                |                           |                  |                                                 |                      |                 |                  |  |  |  |  |
| Death                                           | Poison         | Petrify                   | Darkness         | Silence                                         | Berserk              | Zombie          | Sleep            |  |  |  |  |
| 70%                                             | 80%            | 70%                       | ---              | 80%                                             | 60%                  | 70%             | 80%              |  |  |  |  |
| -----                                           | -----          | -----                     | -----            | -----                                           | -----                | -----           | -----            |  |  |  |  |
| Slow                                            | Stop           | Reflect                   | Doom             | Slow Pet                                        | Float                | Confuse         | Drain            |  |  |  |  |
| 90%                                             | 50%            | 100%                      | 80%              | 70%                                             | 100%                 | 60%             | 100%             |  |  |  |  |
| ----- ----- ----- ----- ----- ----- ----- ----- |                |                           |                  |                                                 |                      |                 |                  |  |  |  |  |
| Vit0: Yes                                       |                | Blow Away: Yes            |                  | Gravity: Yes                                    |                      | LV Up/Down: Yes |                  |  |  |  |  |
|                                                 |                |                           |                  |                                                 |                      | The End: Yes    |                  |  |  |  |  |
| =====                                           |                |                           |                  |                                                 |                      |                 |                  |  |  |  |  |
| DRAW: Lvl 1-19: Water, Esuna                    |                |                           |                  |                                                 | DEVOUR: Delicious!!! |                 |                  |  |  |  |  |
| Lvl 20-29: Water, Esuna                         |                |                           |                  |                                                 | Delicious!!!         |                 |                  |  |  |  |  |
| Lvl 30+: Water, Esuna, Life                     |                |                           |                  |                                                 | Delicious!!!         |                 |                  |  |  |  |  |
| =====                                           |                |                           |                  |                                                 |                      |                 |                  |  |  |  |  |
| STEAL LIST: 50%                                 |                | Card Common: Grand Mantis |                  | Card Rare: BGH251F2                             |                      |                 |                  |  |  |  |  |
| =====O=====O=====O=====O=====O=====O=====O===== |                |                           |                  |                                                 |                      |                 |                  |  |  |  |  |
| Lvl:                                            | ~69.5% chance: |                           | ~20% chance:     |                                                 | ~5.8% chance:        |                 | ~4.7% chance:    |  |  |  |  |
| 1-19                                            | 2x Sharp Spike |                           | 2x Sharp Spike   |                                                 | 2x Sharp Spike       |                 | 2x Sharp Spike   |  |  |  |  |
| 20-29                                           | 4x Sharp Spike |                           | 4x Sharp Spike   |                                                 | 4x Sharp Spike       |                 | 4x Sharp Spike   |  |  |  |  |
| 30+                                             | 8x Sharp Spike |                           | 8x Sharp Spike   |                                                 | 8x Sharp Spike       |                 | 8x Sharp Spike   |  |  |  |  |
| =====                                           |                |                           |                  |                                                 |                      |                 |                  |  |  |  |  |
| DROPS LIST: 50%                                 |                | Card Drop: Grand Mantis   |                  |                                                 |                      |                 |                  |  |  |  |  |
| =====O=====                                     |                |                           |                  | =====O=====O=====O=====O=====O=====O=====O===== |                      |                 |                  |  |  |  |  |
| Lvl:                                            | ~69.5% chance: |                           | ~20% chance:     |                                                 | ~5.8% chance:        |                 | ~4.7% chance:    |  |  |  |  |
| 1-19                                            | 1x Sharp Spike |                           | 2x Sharp Spike   |                                                 | 1x Curse Spike       |                 | 1x Water Crystal |  |  |  |  |
| 20-29                                           | 3x Sharp Spike |                           | 4x Sharp Spike   |                                                 | 2x Curse Spike       |                 | 2x Water Crystal |  |  |  |  |
| 30+                                             | 6x Sharp Spike |                           | 2x Water Crystal |                                                 | 3x Water Crystal     |                 | 4x Water Crystal |  |  |  |  |



|                                                |                                              |
|------------------------------------------------|----------------------------------------------|
| Location(s): 1. Balamb Garden Training Center. |                                              |
| Attacks: {Vine} [Physical Attack, 1 Target]    |                                              |
| ----- Gastric Juice                            | [Physical Attack, 1 Target, Inflicts Poison] |
| Sleeping Gas                                   | [Magical Attack, All Targets, Counterattack] |
| Vampire                                        | [Physical Drain, 1 Target, Drains HP]        |

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|                                                                                                                  |                                                                    |
|------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------|
| Name: Grendel                                                                                                    |                                                                    |
| Level Range: 1-100   HP Range: 2131-30000   AP: 6   EXP: 80 (+15)                                                |                                                                    |
| Level:                                                                                                           | HP:   Strength:   Vitality:   Magic:   Spirit:   Speed:   Evasion: |
| 1                                                                                                                | 2131   22   51   52   121   10   2                                 |
| 10                                                                                                               | 3450   41   58   70   127   11   3                                 |
| 20                                                                                                               | 5200   62   66   89   135   12   3                                 |
| 30                                                                                                               | 7250   83   73   109   141   13   4                                |
| 40                                                                                                               | 9600   103   81   128   149   14   5                               |
| 50                                                                                                               | 12250   124   89   147   156   15   6                              |
| 60                                                                                                               | 15200   145   96   165   163   16   6                              |
| 70                                                                                                               | 18450   165   104   184   170   17   7                             |
| 80                                                                                                               | 22000   185   112   202   178   18   8                             |
| 90                                                                                                               | 25850   206   119   220   185   19   8                             |
| 100                                                                                                              | 30000   226   127   238   192   20   9                             |
| Fire:                                                                                                            | Ice:   Lightning:   Earth:   Poison:   Wind:   Water:   Holy:      |
| [ ]                                                                                                              | [ ]   [ ]   [1.5x]   [ ]   [1.5x]   [ ]   [1.5x]                   |
| Death                                                                                                            | Poison   Petrify   Darkness   Silence   Berserk   Zombie   Sleep   |
| 30%                                                                                                              | ---   20%   80%   80%   60%   70%   80%                            |
| Slow                                                                                                             | Stop   Reflect   Doom   Slow Pet   Float   Confuse   Drain         |
| 90%                                                                                                              | 50%   ---   5%   20%   100%   60%   100%                           |
| Vit0: Yes   Blow Away: Yes   Gravity: Yes   LV Up/Down: Yes   The End: Yes                                       |                                                                    |
| DRAW: Lvl 1-19: Fire, Blizzard, Double   DEVOUR: Delicious!!!                                                    |                                                                    |
| Lvl 20-29: Fira, Blizzara, Double   Delicious!!!                                                                 |                                                                    |
| Lvl 30+: Firaga, Blizzaga, Double   Delicious!!!                                                                 |                                                                    |
| STEAL LIST: 100%   Card Common: Grendel   Card Rare: Tiamat                                                      |                                                                    |
| Lvl: ~69.5% chance:                                                                                              | ~20% chance:   ~5.8% chance:   ~4.7% chance:                       |
| 1-19   1x Dragon Fin                                                                                             | 1x Dragon Fin   1x Dragon Fin   1x Dragon Fin                      |
| 20-29   2x Dragon Fin                                                                                            | 2x Dragon Fin   2x Dragon Fin   2x Dragon Fin                      |
| 30+   4x Dragon Fin                                                                                              | 4x Dragon Fin   4x Dragon Fin   4x Dragon Fin                      |
| DROPS LIST: 100%   Card Drop: Grendel                                                                            |                                                                    |
| Lvl: ~69.5% chance:                                                                                              | ~20% chance:   ~5.8% chance:   ~4.7% chance:                       |
| 1-19   1x Dragon Fang                                                                                            | 1x Dragon Fin   1x Dragon Skin   2x Dragon Fang                    |
| 20-29   2x Dragon Fin                                                                                            | 2x Dragon Fang   1x Fury Fragment   1x Fury Fragment               |
| 30+   2x Dragon Fin                                                                                              | 4x Dragon Fang   2x Fury Fragment   2x Fury Fragment               |
| Scan Info: A smaller type of dragon, sometimes appears in groups of 2. May be more dangerous than other dragons. |                                                                    |
| Location(s): 1. Worldmap: Island Closest to Hell.                                                                |                                                                    |

```

=====
Attacks: Thunder          [Magical Attack, 1 Target, Lightning Elemental]
----- Breath          [Magical Attack, All Targets, Lightning Elemental]
      {Cross Slash}      [Physical Attack, 1 Target]
      {Bite}              [Physical Attack, 1 Target]
      Tail Blade          [Physical Attack, 1 Target]
=====

```

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=====
Name: Griever | FLYING ENEMY | {BOSS-54}
=====o=====o=====o=====o=====o=====o=====o=====
Level Range: 1-65 | HP Range: 16750-115950 | AP: 0 | EXP: 0
=====o=====o=====o=====o=====o=====o=====o=====
Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
  1 | 16750 | 28 | 22 | 55 | 19 | 95 | 0
 20 | 46200 | 55 | 54 | 150 | 28 | 99 | 1
 40 | 77200 | 83 | 88 | 240 | 39 | 103 | 2
 65 | 115950 | 117 | 131 | 255 | 53 | 108 | 3
=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy:
[ ] | [ ] | [ ] | [Imm] | [-1x] | [2x] | [ ] | [2.5x]
=====o=====o=====o=====o=====o=====o=====o=====
Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie | Sleep
--- | --- | --- | --- | --- | --- | --- | ---
-----|-----|-----|-----|-----|-----|-----|-----
Slow | Stop | Reflect | Doom | Slow Pet | Float | Confuse | Drain
--- | --- | 100% | --- | --- | --- | --- | ---
-----|-----|-----|-----|-----|-----|-----|-----
Vit0: Yes | Blow Away: No | Gravity: No | LV Up/Down: No | The End: Yes
=====
DRAW LIST: Lvl 1-19: Bio, Quake, Tornado | DEVOUR: Cannot Devour
          Lvl 20-29: Bio, Quake, Tornado |
          Lvl 30+: Bio, Quake, Tornado |
=====
STEAL LIST: --- | Card Common: --- | Card Rare: ---
=====
DROPS LIST: --- | Card Drop: ---
=====o=====o=====o=====o=====o=====o=====o=====
Scan Info: In Squall's mind, the strongest GF. Through Ultimecia's power,
continues fighting without vanishing.
=====
Location(s): 1. Ultimecia's Castle.
=====
Attacks: {Claw} [Physical Attack, 1 Target]
----- Pain [Magical Attack, 1 Target, Inflicts Darkness, Silence, Poison]
      Triple [Magical Attack, 1 Ally, Inflicts Triple]
      Doom [Magical Attack, 1 Target, Inflicts Doom]
      Gravija [Magical Attack, All Targets, Damage = 75% of Current HP]
      Draw [Draws and casts magic from character's stock]
      Flare [Magical Attack, 1 Target]

      {Blow away stocked magic} [Blows away that stock of magic]
      Shockwave Pulsar [Blue Magic, All Targets, Used halfway,
                        If not used before killed it will be used
                        as a Final Attack]
=====

```

```

=====
Name: Guard |
=====o=====o=====o=====o=====o=====o=====o=====

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|                                                                                                   |                |                  |                 |                                            |                       |                 |               |              |  |
|---------------------------------------------------------------------------------------------------|----------------|------------------|-----------------|--------------------------------------------|-----------------------|-----------------|---------------|--------------|--|
| Level Range: 1-100                                                                                |                |                  |                 | HP Range: 45-3040                          |                       | AP: 1           |               | EXP: 20 (+3) |  |
| =====o=====o=====o=====o=====o=====o=====o=====                                                   |                |                  |                 |                                            |                       |                 |               |              |  |
| Level:                                                                                            | HP:            | Strength:        | Vitality:       | Magic:                                     | Spirit:               | Speed:          | Evasion:      |              |  |
| 1                                                                                                 | 45             | 3                | 1               | 1                                          | 2                     | 5               | 0             |              |  |
| 10                                                                                                | 115            | 11               | 2               | 8                                          | 3                     | 6               | 1             |              |  |
| 20                                                                                                | 240            | 18               | 3               | 16                                         | 4                     | 6               | 2             |              |  |
| 30                                                                                                | 415            | 26               | 4               | 24                                         | 5                     | 7               | 3             |              |  |
| 40                                                                                                | 640            | 33               | 6               | 31                                         | 7                     | 8               | 3             |              |  |
| 50                                                                                                | 915            | 40               | 7               | 39                                         | 8                     | 9               | 4             |              |  |
| 60                                                                                                | 1240           | 47               | 8               | 46                                         | 9                     | 9               | 5             |              |  |
| 70                                                                                                | 1615           | 54               | 9               | 54                                         | 10                    | 10              | 6             |              |  |
| 80                                                                                                | 2040           | 61               | 11              | 61                                         | 12                    | 11              | 7             |              |  |
| 90                                                                                                | 2515           | 67               | 12              | 68                                         | 13                    | 11              | 8             |              |  |
| 100                                                                                               | 3040           | 73               | 13              | 75                                         | 14                    | 12              | 8             |              |  |
| =====o=====o=====o=====o=====o=====o=====o=====                                                   |                |                  |                 |                                            |                       |                 |               |              |  |
| Fire:                                                                                             | Ice:           | Lightning:       | Earth:          | Poison:                                    | Wind:                 | Water:          | Holy:         |              |  |
| [ ]                                                                                               | [ ]            | [ ]              | [ ]             | [2x]                                       | [ ]                   | [ ]             | [ ]           |              |  |
| =====o=====o=====o=====o=====o=====o=====o=====                                                   |                |                  |                 |                                            |                       |                 |               |              |  |
| Death                                                                                             | Poison         | Petrify          | Darkness        | Silence                                    | Berserk               | Zombie          | Sleep         |              |  |
| 70%                                                                                               | 80%            | 70%              | 80%             | 80%                                        | 60%                   | 70%             | 80%           |              |  |
| -----                                                                                             | -----          | -----            | -----           | -----                                      | -----                 | -----           | -----         |              |  |
| Slow                                                                                              | Stop           | Reflect          | Doom            | Slow Pet                                   | Float                 | Confuse         | Drain         |              |  |
| 90%                                                                                               | 50%            | 100%             | 80%             | 70%                                        | 100%                  | 60%             | 100%          |              |  |
| -----'-----'-----'-----'-----'-----'-----'-----                                                   |                |                  |                 |                                            |                       |                 |               |              |  |
| Vit0: Yes                                                                                         |                | Blow Away: Yes   |                 | Gravity: Yes                               |                       | LV Up/Down: Yes |               | The End: Yes |  |
| =====                                                                                             |                |                  |                 |                                            |                       |                 |               |              |  |
| DRAW: Lvl 1-19: Sleep, Silence, Blind, Cure                                                       |                |                  |                 |                                            | DEVOUR: Cannot Devour |                 |               |              |  |
| Lvl 20-29: Sleep, Silence, Blind, Cura                                                            |                |                  |                 |                                            |                       |                 |               |              |  |
| Lvl 30+: Sleep, Silence, Blind, Curaga                                                            |                |                  |                 |                                            |                       |                 |               |              |  |
| =====                                                                                             |                |                  |                 |                                            |                       |                 |               |              |  |
| STEAL LIST: 75%                                                                                   |                | Card Common: --- |                 |                                            | Card Rare: ---        |                 |               |              |  |
| =====o=====o=====o=====o=====o=====o=====o=====                                                   |                |                  |                 |                                            |                       |                 |               |              |  |
| Lvl:                                                                                              | ~69.5% chance: |                  | ~20% chance:    |                                            | ~5.8% chance:         |                 | ~4.7% chance: |              |  |
| 1-19                                                                                              | 1x Potion      |                  | 1x Phoenix Down |                                            | 1x Remedy             |                 | 1x Remedy     |              |  |
| 20-29                                                                                             | 1x Potion      |                  | 1x Phoenix Down |                                            | 1x Remedy             |                 | 1x Remedy     |              |  |
| 30+                                                                                               | 1x Potion      |                  | 1x Phoenix Down |                                            | 1x Remedy             |                 | 1x Remedy     |              |  |
| =====                                                                                             |                |                  |                 |                                            |                       |                 |               |              |  |
| DROPS LIST: 75%                                                                                   |                | Card Drop: ---   |                 |                                            |                       |                 |               |              |  |
| =====o=====o=====o=====o=====o=====o=====o=====                                                   |                |                  |                 |                                            |                       |                 |               |              |  |
| Lvl:                                                                                              | ~69.5% chance: |                  | ~20% chance:    |                                            | ~5.8% chance:         |                 | ~4.7% chance: |              |  |
| 1-19                                                                                              | 1x Potion      |                  | 1x Phoenix Down |                                            | 1x Remedy             |                 | 1x Remedy     |              |  |
| 20-29                                                                                             | 1x Potion      |                  | 1x Phoenix Down |                                            | 1x Remedy             |                 | 1x Remedy     |              |  |
| 30+                                                                                               | 1x Potion      |                  | 1x Phoenix Down |                                            | 1x Remedy             |                 | 1x Remedy     |              |  |
| =====o=====o=====o=====o=====o=====o=====o=====                                                   |                |                  |                 |                                            |                       |                 |               |              |  |
| Scan Info: Prison security guard. A Galbadian soldier trained in sleep magic to capture escapees. |                |                  |                 |                                            |                       |                 |               |              |  |
| =====                                                                                             |                |                  |                 |                                            |                       |                 |               |              |  |
| Location(s): 1. D-District Prison.                                                                |                |                  |                 |                                            |                       |                 |               |              |  |
| =====                                                                                             |                |                  |                 |                                            |                       |                 |               |              |  |
| Attacks: {Sword Slash} [Physical Attack, 1 Target]                                                |                |                  |                 |                                            |                       |                 |               |              |  |
| ----- Sleep                                                                                       |                |                  |                 | [Magical Attack, 1 Target, Inflicts Sleep] |                       |                 |               |              |  |
| -----                                                                                             |                |                  |                 |                                            |                       |                 |               |              |  |

|                                                 |      |                      |           |        |         |        |          |                          |  |
|-------------------------------------------------|------|----------------------|-----------|--------|---------|--------|----------|--------------------------|--|
| .=====.                                         |      |                      |           |        |         |        |          | .-----.                  |  |
| Name: Helix                                     |      |                      |           |        |         |        |          | FLYING ENEMY   {BOSS-55} |  |
| =====o=====o=====o=====o=====o=====o=====o===== |      |                      |           |        |         |        |          |                          |  |
| Level Range: 1-65                               |      | HP Range: 4400-30000 |           | AP: 0  |         | EXP: 0 |          |                          |  |
| =====o=====o=====o=====o=====o=====o=====o===== |      |                      |           |        |         |        |          |                          |  |
| Level:                                          | HP:  | Strength:            | Vitality: | Magic: | Spirit: | Speed: | Evasion: |                          |  |
| 1                                               | 4400 | 17                   | 80        | 68     | 200     | 255    | 120      |                          |  |







```
| Scan Info: Fire GF; uses fire magic. It's a strong opponent, but as it is a
| part of Garden's exam, not impossible to defeat.
|=====
| Location(s): 1. Fire Cavern.
|=====
| Attacks: Fire [Magical Attack, 1 Target, Fire Elemental]
| ----- {Jump Punch} [Physical Attack, 1 Target]
|=====
.=====
|Name: Iguion | {BOSS-13}
|=====O=====O=====O=====
| Level Range: 1-19 | HP Range: 127-1747 | AP: 10 | EXP: 0
|=====O=====O=====O=====O=====O=====
| Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
| 1 | 127 | 14 | 52 | 10 | 10 | 3 | 0
| 10 | 755 | 21 | 70 | 17 | 15 | 6 | 0
| 19 | 1747 | 28 | 88 | 23 | 19 | 8 | 1
|=====O=====O=====O=====O=====O=====O=====
| Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy:
| [Imm] | [ ] | [ ] | [2x] | [Imm] | [ ] | [ ] | [2.5x]
|=====O=====O=====O=====O=====O=====O=====
| Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie | Sleep
| --- | --- | --- | --- | --- | --- | --- | ---
|-----|-----|-----|-----|-----|-----|-----|-----
| Slow | Stop | Reflect | Doom | Slow Pet | Float | Confuse | Drain
| --- | --- | Auto* | --- | --- | --- | --- | 100%
|-----|-----|-----|-----|-----|-----|-----|-----
| Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
|=====
| DRAW LIST: Lvl 1-19: Cure, Esuna, Break, Carbuncle | DEVOUR: Cannot Devour
|=====
| STEAL LIST: 25% | Card Mod Common: --- | Card Mod Rare: ---
|=====O=====O=====O=====O=====O=====
| Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance:
| 1-19 | 6x G-Returner | 6x G-Returner | 6x G-Returner | 6x G-Returner
|=====
| DROPS LIST: 100% | Card Drop: ---
|=====O=====O=====O=====O=====O=====
| Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance:
| 1-19 | 4x G-Returner | 4x G-Returner | 4x G-Returner | 4x G-Returner
|=====
| Scan Info: A mutation of the gateway decoration. Uses Petrify attacks.
| Someone has given it the Reflect power.
|=====
| Location(s): 1. Deling City Events (Disc 1).
|=====
| Attacks: {Claw} [Physical Attack, 1 Target]
| ----- Resonance [Magical Attack, All Targets, Only used when both of
| the Iguions are alive]
| Magma Breath [Magical Attack, 1 Target, Fire Elemental,
| Inflicts Slow Petrify]
|
| Battle Notes: Iguions start off with Auto-Reflect. After you've drawn the GF
| Carbuncle from either of them, this will be removed.
|=====
.=====
|Name: Imp |
|=====O=====O=====O=====O=====O=====
```







|                       |  |                                                                                                                           |
|-----------------------|--|---------------------------------------------------------------------------------------------------------------------------|
| Attacks: Fire         |  | [Magical Attack, 1 Target, Fire Elemental]                                                                                |
| ----- Fira            |  | [Magical Attack, 1 Target, Fire Elemental]                                                                                |
| Firaga                |  | [Magical Attack, 1 Target, Fire Elemental]                                                                                |
| Thunder               |  | [Magical Attack, 1 Target, Lightning Elemental]                                                                           |
| Thundara              |  | [Magical Attack, 1 Target, Lightning Elemental]                                                                           |
| Thundaga              |  | [Magical Attack, 1 Target, Lightning Elemental]                                                                           |
| Blizzard              |  | [Magical Attack, 1 Target, Ice Elemental]                                                                                 |
| Blizzara              |  | [Magical Attack, 1 Target, Ice Elemental]                                                                                 |
| Blizzaga              |  | [Magical Attack, 1 Target, Ice Elemental]                                                                                 |
|                       |  |                                                                                                                           |
| {Morph}               |  | [3 Versions - See below]                                                                                                  |
| {Tentacle}            |  | [Physical Attack, 1 Target, Counterattack]                                                                                |
|                       |  |                                                                                                                           |
| Battle Notes: {Morph} |  | can be used 3 times per battle. There are 3 outcomes:                                                                     |
|                       |  |                                                                                                                           |
| 1.                    |  | [Physical Defense Morph]: Vit is boosted, {Tentacle} is the only attack used, and also as physical counterattack.         |
| 2.                    |  | [Magic Defense Morph]: Vit + Spr boosted, Only magic attacks are used, and are also used as magical counterattack.        |
| 3.                    |  | [Complete Defense Morph]: Vit + Spr boosted, All attacks are used, Counterattacks: {Tentacle} = Physical, Magic = Magical |

|                                         |        |                        |                    |
|-----------------------------------------|--------|------------------------|--------------------|
| Name: Jumbo Cactuar                     |        | {BOSS-36}              |                    |
| Level Range: 1-100                      |        | HP Range: 33000-330000 | AP: 20   EXP: 0    |
| Level:                                  | HP:    | Strength:              | Vitality:          |
| 1                                       | 33000  | 21                     | 26                 |
| 10                                      | 60000  | 35                     | 30                 |
| 20                                      | 90000  | 50                     | 36                 |
| 30                                      | 120000 | 65                     | 42                 |
| 40                                      | 150000 | 80                     | 47                 |
| 50                                      | 180000 | 94                     | 53                 |
| 60                                      | 210000 | 108                    | 59                 |
| 70                                      | 240000 | 121                    | 64                 |
| 80                                      | 270000 | 135                    | 70                 |
| 90                                      | 300000 | 148                    | 76                 |
| 100                                     | 330000 | 160                    | 81                 |
| Fire:                                   | Ice:   | Lightning:             | Earth:             |
| [ ]                                     | [ ]    | [ ]                    | [ ]                |
| Death                                   | Poison | Petrify                | Darkness           |
| ---                                     | ---    | ---                    | ---                |
| Slow                                    | Stop   | Reflect                | Doom               |
| 50%                                     | ---    | ---                    | ---                |
| Vit0: Yes                               |        | Blow Away: No          | Gravity: No        |
| DRAW: Lvl 1-19: Meltdown, Demi, Tornado |        | DEVOUR: Cannot Devour  |                    |
| Lvl 20-29: Meltdown, Demi, Tornado      |        |                        |                    |
| Lvl 30+: Meltdown, Demi, Tornado        |        |                        |                    |
| STEAL LIST: 12.5%                       |        | Card Mod Common: ---   | Card Mod Rare: --- |
| Lvl: ~69.5% chance:                     |        | ~20% chance:           | ~5.8% chance:      |
|                                         |        |                        | ~4.7% chance:      |

|                                                                                                             |                 |                 |                 |                 |
|-------------------------------------------------------------------------------------------------------------|-----------------|-----------------|-----------------|-----------------|
| 1-19                                                                                                        | 3x Cactus Thorn | 3x Cactus Thorn | 3x Cactus Thorn | 3x Cactus Thorn |
| 20-29                                                                                                       | 3x Cactus Thorn | 3x Cactus Thorn | 3x Cactus Thorn | 3x Cactus Thorn |
| 30+                                                                                                         | 3x Cactus Thorn | 3x Cactus Thorn | 3x Cactus Thorn | 3x Cactus Thorn |
| =====                                                                                                       |                 |                 |                 |                 |
| DROPS LIST: 100%                                                                                            |                 | Card Drop: ---  |                 |                 |
| =====o=====                                                                                                 |                 | =====o=====     |                 |                 |
| Lvl:                                                                                                        | ~69.5% chance:  | ~20% chance:    | ~5.8% chance:   | ~4.7% chance:   |
| 1-19                                                                                                        | 1x Gaea's Ring  | 1x Gaea's Ring  | 1x Gaea's Ring  | 1x Gaea's Ring  |
| 20-29                                                                                                       | 1x Gaea's Ring  | 1x Gaea's Ring  | 1x Gaea's Ring  | 1x Gaea's Ring  |
| 30+                                                                                                         | 1x Gaea's Ring  | 1x Gaea's Ring  | 1x Gaea's Ring  | 1x Gaea's Ring  |
| =====o=====                                                                                                 |                 |                 |                 |                 |
| Scan Info: Some Cactuars live long lives and grow huge. This Jumbo Cactuar is one of those.                 |                 |                 |                 |                 |
| =====                                                                                                       |                 |                 |                 |                 |
| Location(s): 1. Worldmap: Cactuar Island.                                                                   |                 |                 |                 |                 |
| =====                                                                                                       |                 |                 |                 |                 |
| Attacks: {Leg Stamp} [Physical Attack, 1 Target]                                                            |                 |                 |                 |                 |
| ----- Ker Plunk [Physical Attack, All Targets]                                                              |                 |                 |                 |                 |
| 10000 Needles [Physical Attack, 1 Target, Fixed Damage = 10000, Used as a counter against every 5th attack] |                 |                 |                 |                 |
|                                                                                                             |                 |                 |                 |                 |
| 'Jumbo Cactuar is hesitating...' [Warning, Will almost escape, Message pops up at 5% or less HP]            |                 |                 |                 |                 |
| {Escape} [Escapes battle, Used at 2% or less of Max HP]                                                     |                 |                 |                 |                 |
|                                                                                                             |                 |                 |                 |                 |
| Battle Notes: If Jumbo Cactuar escapes, it will be fully healed next time.                                  |                 |                 |                 |                 |
| =====                                                                                                       |                 |                 |                 |                 |

|                                      |        |                      |           |              |                       |                |          |              |           |
|--------------------------------------|--------|----------------------|-----------|--------------|-----------------------|----------------|----------|--------------|-----------|
| Name: Krysta                         |        |                      |           |              |                       |                |          | FLYING ENEMY | {BOSS-48} |
| Level Range: 1-55                    |        | HP Range: 5200-16000 |           |              | AP: 30                | EXP: 0         |          |              |           |
| Level:                               | HP:    | Strength:            | Vitality: | Magic:       | Spirit:               | Speed:         | Evasion: |              |           |
| 1                                    | 5200   | 52                   | 201       | 70           | 0                     | 5              | 0        |              |           |
| 10                                   | 7000   | 70                   | 205       | 128          | 0                     | 5              | 1        |              |           |
| 20                                   | 9000   | 91                   | 211       | 193          | 0                     | 5              | 1        |              |           |
| 30                                   | 11000  | 111                  | 216       | 255          | 0                     | 5              | 2        |              |           |
| 40                                   | 13000  | 131                  | 222       | 255          | 0                     | 5              | 2        |              |           |
| 50                                   | 15000  | 151                  | 227       | 255          | 0                     | 5              | 3        |              |           |
| 55                                   | 16000  | 160                  | 230       | 255          | 0                     | 5              | 3        |              |           |
| Fire:                                | Ice:   | Lightning:           | Earth:    | Poison:      | Wind:                 | Water:         | Holy:    |              |           |
| [ ]                                  | [Imm]  | [ ]                  | [Imm]     | [ ]          | [ ]                   | [ ]            | [ ]      |              |           |
| Death                                | Poison | Petrify              | Darkness  | Silence      | Berserk               | Zombie         | Sleep    |              |           |
| ---                                  | ---    | ---                  | ---       | ---          | ---                   | ---            | ---      |              |           |
| Slow                                 | Stop   | Reflect              | Doom      | Slow Pet     | Float                 | Confuse        | Drain    |              |           |
| ---                                  | ---    | ---                  | ---       | ---          | ---                   | ---            | ---      |              |           |
| Vit0: Yes                            |        | Blow Away: No        |           | Gravity: Yes |                       | LV Up/Down: No |          | The End: Yes |           |
| DRAW LIST: Lvl 1-19: Holy, Carbuncle |        |                      |           |              | DEVOUR: Cannot Devour |                |          |              |           |
| Lvl 20-29: Holy, Carbuncle           |        |                      |           |              |                       |                |          |              |           |
| Lvl 30+: Holy, Carbuncle             |        |                      |           |              |                       |                |          |              |           |
| STEAL LIST: ---                      |        | Card Mod Common: --- |           |              | Card Mod Rare: ---    |                |          |              |           |
| DROPS LIST: 100%                     |        | Card Drop: ---       |           |              |                       |                |          |              |           |



|                                                                                                             |                |                                                  |               |               |
|-------------------------------------------------------------------------------------------------------------|----------------|--------------------------------------------------|---------------|---------------|
| =====                                                                                                       |                |                                                  |               |               |
| Lvl:                                                                                                        | ~69.5% chance: | ~20% chance:                                     | ~5.8% chance: | ~4.7% chance: |
| 1-19                                                                                                        | 1x Elem Guard  | 1x Elem Guard                                    | 1x Elem Guard | 1x Elem Guard |
| 20-29                                                                                                       | 1x Elem Guard  | 1x Elem Guard                                    | 1x Elem Guard | 1x Elem Guard |
| 30+                                                                                                         | 1x Elem Guard  | 1x Elem Guard                                    | 1x Elem Guard | 1x Elem Guard |
| =====                                                                                                       |                |                                                  |               |               |
| Scan Info: Born of a jewel in Ultimecia's Castle. Responds quickly to attacks. Counter-attacks immediately. |                |                                                  |               |               |
| =====                                                                                                       |                |                                                  |               |               |
| Location(s): 1. Ultimecia's Castle (Balcony).                                                               |                |                                                  |               |               |
| =====                                                                                                       |                |                                                  |               |               |
| Attacks: {Counter Rocket} [Physical Attack, 1 Target, 100% Counterattack]                                   |                |                                                  |               |               |
| -----                                                                                                       | {Strike}       | [Physical Attack, 1 Target]                      |               |               |
|                                                                                                             | {Slap}         | [Physical Attack, 1 Target]                      |               |               |
|                                                                                                             | Ultima         | [Magical Attack, All Targets, 100% Final Attack] |               |               |
| =====                                                                                                       |                |                                                  |               |               |

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|                                                                            |              |                      |           |               |                        |               |          |
|----------------------------------------------------------------------------|--------------|----------------------|-----------|---------------|------------------------|---------------|----------|
| Name: Lefty                                                                |              |                      |           |               |                        |               |          |
| =====o=====o=====o=====                                                    |              |                      |           |               |                        |               |          |
| Level Range: 1-100                                                         |              | HP Range: 1821-13800 |           |               | AP: 3                  | EXP: 40 (+10) |          |
| =====o=====o=====o=====o=====o=====o=====o=====                            |              |                      |           |               |                        |               |          |
| Level:                                                                     | HP:          | Strength:            | Vitality: | Magic:        | Spirit:                | Speed:        | Evasion: |
| 1                                                                          | 1821         | 1                    | 1         | 33            | 180                    | 2             | 0        |
| 10                                                                         | 2100         | 6                    | 1         | 52            | 181                    | 3             | 1        |
| 20                                                                         | 2600         | 11                   | 2         | 72            | 182                    | 4             | 1        |
| 30                                                                         | 3300         | 16                   | 3         | 93            | 184                    | 5             | 2        |
| 40                                                                         | 4200         | 20                   | 4         | 113           | 185                    | 6             | 2        |
| 50                                                                         | 5300         | 25                   | 5         | 134           | 187                    | 7             | 3        |
| 60                                                                         | 6600         | 29                   | 6         | 154           | 188                    | 8             | 3        |
| 70                                                                         | 8100         | 33                   | 7         | 174           | 190                    | 9             | 4        |
| 80                                                                         | 9800         | 37                   | 8         | 194           | 191                    | 10            | 4        |
| 90                                                                         | 11700        | 40                   | 9         | 214           | 192                    | 11            | 5        |
| 100                                                                        | 13800        | 44                   | 10        | 234           | 194                    | 12            | 5        |
| =====o=====o=====o=====o=====o=====o=====o=====                            |              |                      |           |               |                        |               |          |
| Fire:                                                                      | Ice:         | Lightning:           | Earth:    | Poison:       | Wind:                  | Water:        | Holy:    |
| [ ]                                                                        | [ ]          | [ ]                  | [ ]       | [ ]           | [ ]                    | [ ]           | [2x]     |
| =====o=====o=====o=====o=====o=====o=====o=====                            |              |                      |           |               |                        |               |          |
| Death                                                                      | Poison       | Petrify              | Darkness  | Silence       | Berserk                | Zombie        | Sleep    |
| ---                                                                        | 80%          | ---                  | 80%       | 80%           | ---                    | ---           | ---      |
| -----                                                                      |              |                      |           |               |                        |               |          |
| Slow                                                                       | Stop         | Reflect              | Doom      | Slow Pet      | Float                  | Confuse       | Drain    |
| ---                                                                        | ---          | 100%                 | ---       | ---           | ---                    | ---           | 100%     |
| -----                                                                      |              |                      |           |               |                        |               |          |
| Vit0: Yes   Blow Away: Yes   Gravity: Yes   LV Up/Down: Yes   The End: Yes |              |                      |           |               |                        |               |          |
| =====                                                                      |              |                      |           |               |                        |               |          |
| DRAW: Lvl 1-19: Blind, Drain                                               |              |                      |           |               | DEVOUR: Tastes okay... |               |          |
| Lvl 20-29: Blind, Drain, Slow                                              |              |                      |           |               | Tastes okay...         |               |          |
| Lvl 30+: Bio, Demi, Quake, Regen                                           |              |                      |           |               | Tastes okay...         |               |          |
| =====                                                                      |              |                      |           |               |                        |               |          |
| STEAL LIST: 25%                                                            |              | Card Common: ---     |           |               | Card Rare: ---         |               |          |
| =====o=====o=====o=====o=====o=====o=====o=====                            |              |                      |           |               |                        |               |          |
| Lvl:   ~69.5% chance:                                                      |              | ~20% chance:         |           | ~5.8% chance: |                        | ~4.7% chance: |          |
| 1-19                                                                       | 1x Life Ring | 1x Life Ring         |           | 1x Life Ring  |                        | 1x Life Ring  |          |
| 20-29                                                                      | 1x Life Ring | 1x Life Ring         |           | 1x Life Ring  |                        | 1x Life Ring  |          |
| 30+                                                                        | 2x Life Ring | 2x Life Ring         |           | 2x Life Ring  |                        | 2x Life Ring  |          |
| =====                                                                      |              |                      |           |               |                        |               |          |
| DROPS LIST: 75%                                                            |              | Card Drop: ---       |           |               |                        |               |          |
| =====o=====o=====o=====o=====o=====o=====o=====                            |              |                      |           |               |                        |               |          |
| Lvl:   ~69.5% chance:                                                      |              | ~20% chance:         |           | ~5.8% chance: |                        | ~4.7% chance: |          |

|                                                                                                                  |                                                             |                       |                |                                   |         |         |          |
|------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------|-----------------------|----------------|-----------------------------------|---------|---------|----------|
| 1-19                                                                                                             | 3x M-Stone Piece                                            | 4x M-Stone Piece      | 1x Life Ring   | 1x Life Ring                      |         |         |          |
| 20-29                                                                                                            | 1x Life Ring                                                | 4x Magic Stone        | 6x Magic Stone | 1x Regen Ring                     |         |         |          |
| 30+                                                                                                              | 2x Life Ring                                                | 4x Wizard Stone       | 1x Regen Ring  | 2x Regen Ring                     |         |         |          |
| =====                                                                                                            |                                                             |                       |                |                                   |         |         |          |
| Scan Info: A large left hand protruding from the earth. Sometimes cures party members with status abnormalities. |                                                             |                       |                |                                   |         |         |          |
| =====                                                                                                            |                                                             |                       |                |                                   |         |         |          |
| Location(s): 1. Worldmap: Timber Shenand Hill.                                                                   |                                                             |                       |                |                                   |         |         |          |
| =====                                                                                                            |                                                             |                       |                |                                   |         |         |          |
| Attacks: Thunder [Magical Attack, 1 Target, Lightning Elemental]                                                 |                                                             |                       |                |                                   |         |         |          |
| -----                                                                                                            | Thundaga [Magical Attack, 1 Target, Lightning Elemental]    |                       |                |                                   |         |         |          |
|                                                                                                                  | Demi [Magical Attack, 1 Target, Damage = 25% of Current HP] |                       |                |                                   |         |         |          |
|                                                                                                                  | Drain [Magical Absorb, 1 Target, Drains HP]                 |                       |                |                                   |         |         |          |
|                                                                                                                  | Quake [Magical Attack, All Targets, Earth Elemental]        |                       |                |                                   |         |         |          |
|                                                                                                                  | Meteor [Magical Attack, 10 hits]                            |                       |                |                                   |         |         |          |
|                                                                                                                  | Draw [Draws and casts magic]                                |                       |                |                                   |         |         |          |
|                                                                                                                  | Esuna [Change Status, 1 Ally, Removes bad statuses]         |                       |                |                                   |         |         |          |
|                                                                                                                  | Regen [Change Status, 1 Ally, Inflicts Regen]               |                       |                |                                   |         |         |          |
|                                                                                                                  | Reflect [Change Status, 1 Ally, Inflicts Reflect]           |                       |                |                                   |         |         |          |
|                                                                                                                  | Slow [Change Status, 1 Target, Inflicts Slow]               |                       |                |                                   |         |         |          |
|                                                                                                                  | Stop [Change Status, 1 Target, Inflicts Stop]               |                       |                |                                   |         |         |          |
|                                                                                                                  | Bio [Magical Attack, 1 Target, Inflicts Poison]             |                       |                |                                   |         |         |          |
|                                                                                                                  | Blind [Change Status, 1 Target, Inflicts Blind]             |                       |                |                                   |         |         |          |
| =====                                                                                                            |                                                             |                       |                |                                   |         |         |          |
| .=====.                                                                                                          |                                                             |                       |                |                                   |         |         |          |
| Name: Malboro                                                                                                    |                                                             |                       |                |                                   |         |         |          |
| =====                                                                                                            |                                                             |                       |                |                                   |         |         |          |
| Level Range: 1-100                                                                                               |                                                             | HP Range: 1410-146000 | AP: 12         | EXP: 220 (+40)                    |         |         |          |
| =====                                                                                                            |                                                             |                       |                |                                   |         |         |          |
| Level:                                                                                                           | HP:                                                         | Strength:             | Vitality:      | Magic:                            | Spirit: | Speed:  | Evasion: |
| 1                                                                                                                | 1410                                                        | 26                    | 10             | 4                                 | 7       | 4       | 0        |
| 10                                                                                                               | 14150                                                       | 39                    | 11             | 27                                | 9       | 6       | 1        |
| 20                                                                                                               | 28400                                                       | 53                    | 12             | 52                                | 10      | 7       | 1        |
| 30                                                                                                               | 42750                                                       | 67                    | 13             | 78                                | 11      | 8       | 2        |
| 40                                                                                                               | 57200                                                       | 80                    | 15             | 102                               | 13      | 10      | 2        |
| 50                                                                                                               | 71750                                                       | 94                    | 16             | 127                               | 14      | 11      | 3        |
| 60                                                                                                               | 86400                                                       | 107                   | 17             | 152                               | 15      | 12      | 3        |
| 70                                                                                                               | 101150                                                      | 120                   | 18             | 177                               | 16      | 14      | 4        |
| 80                                                                                                               | 116000                                                      | 133                   | 20             | 202                               | 18      | 15      | 4        |
| 90                                                                                                               | 130950                                                      | 145                   | 21             | 226                               | 19      | 16      | 5        |
| 100                                                                                                              | 146000                                                      | 158                   | 22             | 251                               | 20      | 18      | 6        |
| =====                                                                                                            |                                                             |                       |                |                                   |         |         |          |
| Fire:                                                                                                            | Ice:                                                        | Lightning:            | Earth:         | Poison:                           | Wind:   | Water:  | Holy:    |
| [2x]                                                                                                             | [1.5x]                                                      | [ ]                   | [Imm]          | [-1x]                             | [ ]     | [ ]     | [ ]      |
| =====                                                                                                            |                                                             |                       |                |                                   |         |         |          |
| Death                                                                                                            | Poison                                                      | Petrify               | Darkness       | Silence                           | Berserk | Zombie  | Sleep    |
| ---                                                                                                              | ---                                                         | ---                   | ---            | ---                               | ---     | ---     | ---      |
| -----                                                                                                            |                                                             |                       |                |                                   |         |         |          |
| Slow                                                                                                             | Stop                                                        | Reflect               | Doom           | Slow Pet                          | Float   | Confuse | Drain    |
| ---                                                                                                              | ---                                                         | 100%                  | ---            | ---                               | ---     | ---     | 100%     |
| -----                                                                                                            |                                                             |                       |                |                                   |         |         |          |
| Vit0: Yes   Blow Away: Yes   Gravity: Yes   LV Up/Down: Yes   The End: Yes                                       |                                                             |                       |                |                                   |         |         |          |
| =====                                                                                                            |                                                             |                       |                |                                   |         |         |          |
| DRAW: Lvl 1-19: Bio                                                                                              |                                                             |                       |                | DEVOUR: Shouldn't have eaten it.. |         |         |          |
| Lvl 20-29: Bio, Demi                                                                                             |                                                             |                       |                | Shouldn't have eaten it..         |         |         |          |
| Lvl 30+: Bio, Demi, Quake                                                                                        |                                                             |                       |                | Increased morale                  |         |         |          |
| =====                                                                                                            |                                                             |                       |                |                                   |         |         |          |
| STEAL LIST:25%                                                                                                   |                                                             | Card Common: Malboro  |                | Card Rare: Tonberry King          |         |         |          |
| =====                                                                                                            |                                                             |                       |                |                                   |         |         |          |





|                                                                                                                         |                |                          |               |               |
|-------------------------------------------------------------------------------------------------------------------------|----------------|--------------------------|---------------|---------------|
| DROPS LIST: 100%                                                                                                        |                | Card Drop: Sacred (100%) |               |               |
| =====o=====                                                                                                             |                | =====o=====              |               |               |
| Lvl:                                                                                                                    | ~69.5% chance: | ~20% chance:             | ~5.8% chance: | ~4.7% chance: |
| 1-19                                                                                                                    | 8x G-Returner  | 8x G-Returner            | 8x G-Returner | 8x G-Returner |
| 20-29                                                                                                                   | 8x G-Returner  | 8x G-Returner            | 8x G-Returner | 8x G-Returner |
| 30+                                                                                                                     | 8x G-Returner  | 8x G-Returner            | 8x G-Returner | 8x G-Returner |
| =====                                                                                                                   |                |                          |               |               |
| Scan Info: Sacred's older brother. This Earth GF has healing ability, as long as his feet are on the ground.            |                |                          |               |               |
| =====                                                                                                                   |                |                          |               |               |
| Location(s): 1. Tomb of the Unknown King.                                                                               |                |                          |               |               |
| =====                                                                                                                   |                |                          |               |               |
| Attacks: {Club} [Physical Attack, 1 Target]                                                                             |                |                          |               |               |
| ----- Mad Cow Special [Magical Attack, All Targets, Earth Elemental, Only used when Sacred and Minotaur are both alive] |                |                          |               |               |
| Mower [Physical Attack, All Targets]                                                                                    |                |                          |               |               |
| Battle Notes: Minotaur has Auto-Regen which can be removed with Float.                                                  |                |                          |               |               |
| =====                                                                                                                   |                |                          |               |               |

|                                                |                 |               |                       |              |                       |                    |                 |              |  |         |  |  |
|------------------------------------------------|-----------------|---------------|-----------------------|--------------|-----------------------|--------------------|-----------------|--------------|--|---------|--|--|
| =====.                                         |                 |               |                       |              |                       |                    |                 | .-----.      |  | .-----. |  |  |
| Name: Mobile Type 8                            |                 |               |                       |              |                       | FLYING ENEMY       |                 | {BOSS-40}    |  |         |  |  |
| =====o=====                                    |                 |               |                       |              |                       |                    |                 | =====o=====  |  |         |  |  |
| Level Range: 1-41                              |                 |               | HP Range: 30300-42300 |              |                       | AP: 40             |                 | EXP: 0       |  |         |  |  |
| =====o=====                                    |                 |               |                       |              |                       |                    |                 | =====o=====  |  |         |  |  |
| Level:                                         | HP:             | Strength:     | Vitality:             | Magic:       | Spirit:               | Speed:             | Evasion:        |              |  |         |  |  |
| 1                                              | 30300           | 23            | 10                    | 64           | 10                    | 50                 | 0               |              |  |         |  |  |
| 10                                             | 33000           | 40            | 10                    | 80           | 10                    | 52                 | 0               |              |  |         |  |  |
| 20                                             | 36000           | 58            | 11                    | 97           | 10                    | 53                 | 1               |              |  |         |  |  |
| 30                                             | 39000           | 76            | 11                    | 114          | 10                    | 55                 | 1               |              |  |         |  |  |
| 40                                             | 42000           | 94            | 12                    | 131          | 10                    | 57                 | 1               |              |  |         |  |  |
| 41                                             | 42300           | 96            | 12                    | 133          | 10                    | 57                 | 1               |              |  |         |  |  |
| =====o=====                                    |                 |               |                       |              |                       |                    |                 | =====o=====  |  |         |  |  |
| Fire:                                          | Ice:            | Lightning:    | Earth:                | Poison:      | Wind:                 | Water:             | Holy:           |              |  |         |  |  |
| [ ]                                            | [ ]             | [2x]          | [Imm]                 | [ ]          | [ ]                   | [ ]                | [ ]             |              |  |         |  |  |
| =====o=====                                    |                 |               |                       |              |                       |                    |                 | =====o=====  |  |         |  |  |
| Death                                          | Poison          | Petrify       | Darkness              | Silence      | Berserk               | Zombie             | Sleep           |              |  |         |  |  |
| ---                                            | ---             | ---           | ---                   | ---          | ---                   | ---                | ---             |              |  |         |  |  |
| -----                                          |                 |               |                       |              |                       |                    |                 | -----        |  |         |  |  |
| Slow                                           | Stop            | Reflect       | Doom                  | Slow Pet     | Float                 | Confuse            | Drain           |              |  |         |  |  |
| ---                                            | ---             | 100%          | ---                   | ---          | ---                   | ---                | ---             |              |  |         |  |  |
| -----                                          |                 |               |                       |              |                       |                    |                 | -----        |  |         |  |  |
| Vit0: Yes                                      |                 | Blow Away: No |                       | Gravity: Yes |                       | LV Up/Down: No     |                 | The End: Yes |  |         |  |  |
| =====                                          |                 |               |                       |              |                       |                    |                 | =====        |  |         |  |  |
| DRAW: Lvl 1-19: Fire, Blizzard, Thunder, Flare |                 |               |                       |              | DEVOUR: Cannot Devour |                    |                 |              |  |         |  |  |
| Lvl 20-29: Fira, Blizzara, Thundara, Flare     |                 |               |                       |              |                       |                    |                 |              |  |         |  |  |
| Lvl 30+: Firaga, Blizzaga, Thundaga, Flare     |                 |               |                       |              |                       |                    |                 |              |  |         |  |  |
| =====                                          |                 |               |                       |              |                       |                    |                 | =====        |  |         |  |  |
| STEAL LIST: 12.5%                              |                 |               | Card Mod Common: ---  |              |                       | Card Mod Rare: --- |                 |              |  |         |  |  |
| =====o=====                                    |                 |               |                       |              |                       |                    |                 | =====o=====  |  |         |  |  |
| Lvl:                                           | ~69.5% chance:  |               | ~20% chance:          |              | ~5.8% chance:         |                    | ~4.7% chance:   |              |  |         |  |  |
| 1-19                                           | 2x Laser Cannon |               | 2x Laser Cannon       |              | 3x Laser Cannon       |                    | 4x Laser Cannon |              |  |         |  |  |
| 20-29                                          | 1x Laser Cannon |               | 2x Laser Cannon       |              | 3x Laser Cannon       |                    | 4x Laser Cannon |              |  |         |  |  |
| 30+                                            | 1x Laser Cannon |               | 2x Laser Cannon       |              | 3x Laser Cannon       |                    | 4x Laser Cannon |              |  |         |  |  |
| =====                                          |                 |               |                       |              |                       |                    |                 | =====        |  |         |  |  |
| DROPS LIST: 100%                               |                 |               | Card Drop: ---        |              |                       |                    |                 |              |  |         |  |  |
| =====o=====                                    |                 |               |                       |              |                       |                    |                 | =====o=====  |  |         |  |  |
| Lvl:                                           | ~69.5% chance:  |               | ~20% chance:          |              | ~5.8% chance:         |                    | ~4.7% chance:   |              |  |         |  |  |
| 1-19                                           | 1x Laser Cannon |               | 2x Laser Cannon       |              | 3x Laser Cannon       |                    | 4x Laser Cannon |              |  |         |  |  |
| 20-29                                          | 1x Laser Cannon |               | 2x Laser Cannon       |              | 3x Laser Cannon       |                    | 4x Laser Cannon |              |  |         |  |  |

| 30+                                                                                   | 1x Laser Cannon | 2x Laser Cannon | 3x Laser Cannon | 4x Laser Cannon |
|---------------------------------------------------------------------------------------|-----------------|-----------------|-----------------|-----------------|
| =====                                                                                 |                 |                 |                 |                 |
| Scan Info: Its beam and laser attacks go far beyond the damage of any modern weapons. |                 |                 |                 |                 |
| =====                                                                                 |                 |                 |                 |                 |
| Location(s): 1. Lunatic Pandora (End Disc 3).                                         |                 |                 |                 |                 |
| =====                                                                                 |                 |                 |                 |                 |
| Attacks: {Whip} [Physical Attack, 1 Target]                                           |                 |                 |                 |                 |
| ----- Corona [Physical Attack, All Targets, Reduces HP to 1,                          |                 |                 |                 |                 |
| First attack used in "Mobile Off, Support On" mode]                                   |                 |                 |                 |                 |
| Medigo Flame [Magical Attack, All Targets, Ignores Defense,                           |                 |                 |                 |                 |
| Last attack used in "Mobile Off, Support On" mode]                                    |                 |                 |                 |                 |
| Battle Notes: Mobile Type 8 has two modes, one with it's shoulders attached           |                 |                 |                 |                 |
| ----- in which it will counterattack against all attacks with Twin                    |                 |                 |                 |                 |
| Homing Laser. The other mode has the shoulders off the body,                          |                 |                 |                 |                 |
| and the main body will use Corona, then Medigo Flame.                                 |                 |                 |                 |                 |
| Attacking the shoulders in this mode will result in a Homing                          |                 |                 |                 |                 |
| Laser counterattack from that shoulder.                                               |                 |                 |                 |                 |
| =====                                                                                 |                 |                 |                 |                 |

| =====.                                                                       |                |                      |              |                          |               |         |               |
|------------------------------------------------------------------------------|----------------|----------------------|--------------|--------------------------|---------------|---------|---------------|
| Name: Left Probe   (Mobile Type 8)                                           |                |                      |              | FLYING ENEMY   {BOSS-40} |               |         |               |
| =====                                                                        |                |                      |              |                          |               |         |               |
| Level Range: 1-41                                                            |                | HP Range: 5100-9100  |              | AP: 0                    |               | EXP: 0  |               |
| =====                                                                        |                |                      |              |                          |               |         |               |
| Level:                                                                       | HP:            | Strength:            | Vitality:    | Magic:                   | Spirit:       | Speed:  | Evasion:      |
| 1                                                                            | 5100           | 12                   | 255          | 9                        | 255           | 50      | 15            |
| 10                                                                           | 6000           | 24                   | 255          | 31                       | 255           | 52      | 17            |
| 20                                                                           | 7000           | 37                   | 255          | 54                       | 255           | 53      | 19            |
| 30                                                                           | 8000           | 50                   | 255          | 77                       | 255           | 55      | 20            |
| 40                                                                           | 9000           | 62                   | 255          | 100                      | 255           | 57      | 22            |
| 41                                                                           | 9100           | 64                   | 255          | 102                      | 255           | 57      | 22            |
| =====                                                                        |                |                      |              |                          |               |         |               |
| Fire:                                                                        | Ice:           | Lightning:           | Earth:       | Poison:                  | Wind:         | Water:  | Holy:         |
| [ ]                                                                          | [ ]            | [ ]                  | [Imm]        | [ ]                      | [ ]           | [ ]     | [ ]           |
| =====                                                                        |                |                      |              |                          |               |         |               |
| Death                                                                        | Poison         | Petrify              | Darkness     | Silence                  | Berserk       | Zombie  | Sleep         |
| ---                                                                          | ---            | ---                  | ---          | ---                      | ---           | ---     | ---           |
| -----                                                                        |                |                      |              |                          |               |         |               |
| Slow                                                                         | Stop           | Reflect              | Doom         | Slow Pet                 | Float         | Confuse | Drain         |
| ---                                                                          | ---            | ---                  | ---          | ---                      | ---           | ---     | ---           |
| -----                                                                        |                |                      |              |                          |               |         |               |
| Vit0: Yes   Blow Away: No   Gravity: Yes   LV Up/Down: No   The End: No      |                |                      |              |                          |               |         |               |
| =====                                                                        |                |                      |              |                          |               |         |               |
| DRAW: Lvl 1-19: Cure, Esuna                                                  |                |                      |              | DEVOUR: Cannot Devour    |               |         |               |
| Lvl 20-29: Cura, Esuna                                                       |                |                      |              |                          |               |         |               |
| Lvl 30+: Curaga, Esuna                                                       |                |                      |              |                          |               |         |               |
| =====                                                                        |                |                      |              |                          |               |         |               |
| STEAL LIST: 12.5%                                                            |                | Card Mod Common: --- |              | Card Mod Rare: ---       |               |         |               |
| =====                                                                        |                |                      |              |                          |               |         |               |
| Lvl:                                                                         | ~69.5% chance: |                      | ~20% chance: |                          | ~5.8% chance: |         | ~4.7% chance: |
| 1-19                                                                         | 2x Vit Up      |                      | 2x Vit Up    |                          | 4x Vit Up     |         | 4x Vit Up     |
| 20-29                                                                        | 2x Vit Up      |                      | 2x Vit Up    |                          | 4x Vit Up     |         | 4x Vit Up     |
| 30+                                                                          | 2x Vit Up      |                      | 2x Vit Up    |                          | 4x Vit Up     |         | 4x Vit Up     |
| =====                                                                        |                |                      |              |                          |               |         |               |
| DROPS LIST: ---                                                              |                |                      |              | Card Drop: ---           |               |         |               |
| =====                                                                        |                |                      |              |                          |               |         |               |
| Scan Info: Its beam and laser attacks go far beyond the damage of any modern |                |                      |              |                          |               |         |               |

```

| weapons.
|=====
| Location(s): 1. Lunatic Pandora (End Disc 3).
|=====
| Attacks: {Spin Bash} [Physical Attack, 1 Target]
| ----- Homing Laser [Blue Magic, 1 Target, Counterattack when loose]
|           Twin Homing Laser [Magical Attack, 1 Target, Counterattack when the
|           shoulders are on the main body and the main body is attacked]
|=====

```

```

|=====
|Name: Right Probe | (Mobile Type 8) | FLYING ENEMY | {BOSS-40}
|=====
| Level Range: 1-41 | HP Range: 5100-9100 | AP: 0 | EXP: 0
|=====
| Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
| 1 | 5100 | 12 | 255 | 9 | 255 | 50 | 15
| 10 | 6000 | 24 | 255 | 31 | 255 | 52 | 17
| 20 | 7000 | 37 | 255 | 54 | 255 | 53 | 19
| 30 | 8000 | 50 | 255 | 77 | 255 | 55 | 20
| 40 | 9000 | 62 | 255 | 100 | 255 | 57 | 22
| 41 | 9100 | 64 | 255 | 102 | 255 | 57 | 22
|=====
| Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy:
| [ ] | [ ] | [ ] | [Imm] | [ ] | [ ] | [ ] | [ ]
|=====
| Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie | Sleep
| --- | --- | --- | --- | --- | --- | --- | ---
|-----|-----|-----|-----|-----|-----|-----|-----
| Slow | Stop | Reflect | Doom | Slow Pet | Float | Confuse | Drain
| --- | --- | --- | --- | --- | --- | --- | ---
|-----|-----|-----|-----|-----|-----|-----|-----
| Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: No
|=====
| DRAW: Lvl 1-19: Cure, Esuna | DEVOUR: Cannot Devour
| Lvl 20-29: Cura, Esuna |
| Lvl 30+: Curaga, Esuna |
|=====
| STEAL LIST: 12.5% | Card Mod Common: --- | Card Mod Rare: ---
|=====
| Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance:
| 1-19 | 2x Str Up | 2x Str Up | 4x Str Up | 4x Str Up
| 20-29 | 2x Str Up | 2x Str Up | 4x Str Up | 4x Str Up
| 30+ | 2x Str Up | 2x Str Up | 4x Str Up | 4x Str Up
|=====
| DROPS LIST: --- | Card Drop: ---
|=====
| Scan Info: Its beam and laser attacks go far beyond the damage of any modern
| weapons.
|=====
| Location(s): 1. Lunatic Pandora (End Disc 3).
|=====
| Attacks: {Spin Bash} [Physical Attack, 1 Target]
| ----- Homing Laser [Blue Magic, 1 Target, Counterattack when loose]
|           Twin Homing Laser [Magical Attack, 1 Target, Counterattack when the
|           shoulders are on the main body and the main body is attacked]
|=====

```

```

|=====
|Name: NORG | {BOSS-24}
|=====

```







```

Scan Info: A defense shelter protecting Master NORG. The shelter must be
destroyed in order to attack NORG, who is inside the shelter.
=====
Location(s): 1. Balamb Garden Floor B1.
=====
Attacks: No Attacks.
-----
=====

```

```

=====
Name: Right Orb | {BOSS-23}
=====o=====o=====o=====
Level Range: 1-27 | HP Range: 57-2865 | AP: 0 | EXP: 0
=====o=====o=====o=====o=====o=====o=====o=====o=====
Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
  1 | 57 | 11 | 255 | 4 | 255 | 41 | 0
 10 | 685 | 27 | 255 | 22 | 255 | 49 | 0
 20 | 1810 | 43 | 255 | 42 | 255 | 58 | 1
 27 | 2865 | 55 | 255 | 56 | 255 | 65 | 1
=====o=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy:
[Imm] | [Imm] | [Imm] | [Imm] | [Imm] | [Imm] | [Imm] | [Imm]
=====o=====o=====o=====o=====o=====o=====o=====o=====
Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie | Sleep
--- | --- | --- | --- | --- | --- | --- | ---
-----|-----|-----|-----|-----|-----|-----|-----
Slow | Stop | Reflect | Doom | Slow Pet | Float | Confuse | Drain
--- | --- | --- | --- | --- | --- | --- | 100%
-----|-----|-----|-----|-----|-----|-----|-----
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
=====
DRAW LIST: Lvl 1-19: Dispel, Confuse, Slow
           Lvl 20-27: Dispel, Confuse, Slow
=====
STEAL LIST: 50% | Card Mod Common: --- | Card Mod Rare: ---
=====o=====o=====o=====o=====o=====o=====o=====o=====
Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance:
 1-19|1x Spr Up | 2x Spr Up | 3x Spr Up | 4x Spr Up
20-27|1x Spr Up | 2x Spr Up | 3x Spr Up | 4x Spr Up
=====
DROPS LIST: --- | Card Drop: ---
=====o=====o=====o=====o=====o=====o=====o=====o=====
Scan Info: A defense shelter protecting Master NORG. The shelter must be
destroyed in order to attack NORG, who is inside the shelter.
=====
Location(s): 1. Balamb Garden Floor B1.
=====
Attacks: No Attacks.
-----
=====

```

```

=====
Name: Ochu |
=====o=====o=====o=====o=====o=====o=====o=====o=====
Level Range: 1-100 | HP Range: 152-40000 | AP: 7 | EXP: 140 (+20)
=====o=====o=====o=====o=====o=====o=====o=====o=====
Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
  1 | 152 | 19 | 20 | 9 | 16 | 4 | 0
 10 | 1750 | 35 | 22 | 30 | 16 | 5 | 1
 20 | 4000 | 53 | 24 | 52 | 17 | 6 | 1

```



|     |       |     |     |     |     |    |    |
|-----|-------|-----|-----|-----|-----|----|----|
| 1   | 1300  | 4   | 121 | 26  | 151 | 1  | 0  |
| 10  | 4000  | 18  | 130 | 45  | 158 | 6  | 2  |
| 20  | 7000  | 33  | 140 | 64  | 166 | 10 | 4  |
| 30  | 10000 | 47  | 150 | 84  | 174 | 15 | 6  |
| 40  | 13000 | 61  | 159 | 103 | 182 | 19 | 8  |
| 50  | 16000 | 75  | 169 | 122 | 191 | 23 | 10 |
| 60  | 19000 | 89  | 179 | 140 | 198 | 28 | 12 |
| 70  | 22000 | 103 | 189 | 159 | 207 | 32 | 14 |
| 80  | 25000 | 117 | 199 | 177 | 215 | 36 | 16 |
| 90  | 28000 | 130 | 209 | 195 | 223 | 41 | 18 |
| 100 | 31000 | 143 | 218 | 212 | 231 | 45 | 20 |

|       |      |            |        |         |       |        |       |
|-------|------|------------|--------|---------|-------|--------|-------|
| Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy: |
| [ ]   | [ ]  | [ ]        | [ ]    | [ ]     | [ ]   | [ ]    | [ ]   |

|       |        |         |          |          |         |         |       |
|-------|--------|---------|----------|----------|---------|---------|-------|
| Death | Poison | Petrify | Darkness | Silence  | Berserk | Zombie  | Sleep |
| ---   | ---    | ---     | ---      | ---      | ---     | ---     | ---   |
| Slow  | Stop   | Reflect | Doom     | Slow Pet | Float   | Confuse | Drain |
| ---   | ---    | ---     | ---      | ---      | ---     | ---     | ---   |

|           |               |             |                |              |
|-----------|---------------|-------------|----------------|--------------|
| Vit0: Yes | Blow Away: No | Gravity: No | LV Up/Down: No | The End: Yes |
|-----------|---------------|-------------|----------------|--------------|

|                                             |                       |
|---------------------------------------------|-----------------------|
| DRAW: Lvl 1-19: Stop, Death, Double, Triple | DEVOUR: Cannot Devour |
| Lvl 20-29: Stop, Death, Double, Triple      |                       |
| Lvl 30+: Stop, Death, Double, Triple        |                       |

|                 |                      |                    |
|-----------------|----------------------|--------------------|
| STEAL LIST: 25% | Card Mod Common: --- | Card Mod Rare: --- |
|-----------------|----------------------|--------------------|

|                        |                  |                  |                  |
|------------------------|------------------|------------------|------------------|
| Lvl: ~69.5% chance:    | ~20% chance:     | ~5.8% chance:    | ~4.7% chance:    |
| 1-19 1x Luck-J Scroll  | 1x Luck-J Scroll | 1x Luck-J Scroll | 1x Luck-J Scroll |
| 20-29 1x Luck-J Scroll | 1x Luck-J Scroll | 1x Luck-J Scroll | 1x Luck-J Scroll |
| 30+ 1x Luck-J Scroll   | 1x Luck-J Scroll | 1x Luck-J Scroll | 1x Luck-J Scroll |

|                  |                  |                   |                  |                  |
|------------------|------------------|-------------------|------------------|------------------|
| =====            |                  |                   |                  |                  |
| DROPS LIST: 100% |                  | Card Drop: ---    |                  |                  |
| =====O=====      |                  | =====O=====O===== |                  |                  |
| Lvl:             | ~69.5% chance:   | ~20% chance:      | ~5.8% chance:    | ~4.7% chance:    |
| 1-19             | 8x G-Mega-Potion | 8x G-Mega-Potion  | 8x G-Mega-Potion | 8x G-Mega-Potion |
| 20-29            | 8x G-Mega-Potion | 8x G-Mega-Potion  | 8x G-Mega-Potion | 8x G-Mega-Potion |
| 30+              | 8x G-Mega-Potion | 8x G-Mega-Potion  | 8x G-Mega-Potion | 8x G-Mega-Potion |

|                                                                                                       |
|-------------------------------------------------------------------------------------------------------|
| Scan Info: A legendary GF that sleeps in a dungeon. Zantetsuken cuts anything that stands in its way. |
|-------------------------------------------------------------------------------------------------------|

|                               |
|-------------------------------|
| Location(s): 1. Centra Ruins. |
|-------------------------------|

|                                                                                                                |
|----------------------------------------------------------------------------------------------------------------|
| Attacks: Zantetsuken [Physical Attack, All Targets, 100% Un-defendable Death, Only used if the timer runs out] |
|----------------------------------------------------------------------------------------------------------------|

|                |           |
|----------------|-----------|
| Name: Oilboyle | {BOSS-21} |
|----------------|-----------|

|                    |                     |        |               |
|--------------------|---------------------|--------|---------------|
| Level Range: 1-100 | HP Range: 2136-4988 | AP: 10 | EXP: 40 (+10) |
|--------------------|---------------------|--------|---------------|

|        |      |           |           |        |         |        |          |
|--------|------|-----------|-----------|--------|---------|--------|----------|
| Level: | HP:  | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
| 1      | 2136 | 37        | 47        | 26     | 76      | 6      | 0        |
| 10     | 3120 | 55        | 60        | 38     | 80      | 6      | 1        |
| 20     | 4270 | 75        | 76        | 51     | 86      | 6      | 1        |
| 30     | 5480 | 95        | 91        | 64     | 91      | 6      | 2        |

|                                                                            |                 |                                                           |          |                 |                       |                 |       |
|----------------------------------------------------------------------------|-----------------|-----------------------------------------------------------|----------|-----------------|-----------------------|-----------------|-------|
| 40                                                                         | 6750            | 115                                                       | 107      | 76              | 97                    | 6               | 3     |
| 50                                                                         | 8080            | 135                                                       | 122      | 89              | 102                   | 6               | 4     |
| 60                                                                         | 9470            | 155                                                       | 138      | 101             | 108                   | 6               | 4     |
| 70                                                                         | 10920           | 174                                                       | 153      | 113             | 113                   | 6               | 5     |
| 80                                                                         | 12430           | 194                                                       | 169      | 125             | 119                   | 6               | 6     |
| 90                                                                         | 14000           | 213                                                       | 184      | 137             | 124                   | 6               | 6     |
| 100                                                                        | 15630           | 232                                                       | 200      | 149             | 130                   | 6               | 7     |
| =====O=====O=====O=====O=====O=====O=====O=====                            |                 |                                                           |          |                 |                       |                 |       |
| Fire:                                                                      | Ice:            | Lightning:                                                | Earth:   | Poison:         | Wind:                 | Water:          | Holy: |
| [2x]                                                                       | [ ]             | [ ]                                                       | [ ]      | [ ]             | [ ]                   | [Imm]           | [ ]   |
| =====O=====O=====O=====O=====O=====O=====O=====                            |                 |                                                           |          |                 |                       |                 |       |
| Death                                                                      | Poison          | Petrify                                                   | Darkness | Silence         | Berserk               | Zombie          | Sleep |
| ---                                                                        | 50%             | ---                                                       | ---      | 80%             | ---                   | ---             | 80%   |
| -----                                                                      | -----           | -----                                                     | -----    | -----           | -----                 | -----           | ----- |
| Slow                                                                       | Stop            | Reflect                                                   | Doom     | Slow Pet        | Float                 | Confuse         | Drain |
| 90%                                                                        | ---             | 100%                                                      | ---      | ---             | ---                   | ---             | 100%  |
| -----'-----'-----'-----'-----'-----'-----'-----                            |                 |                                                           |          |                 |                       |                 |       |
| Vit0: Yes   Blow Away: Yes   Gravity: Yes   LV Up/Down: Yes   The End: Yes |                 |                                                           |          |                 |                       |                 |       |
| =====                                                                      |                 |                                                           |          |                 |                       |                 |       |
| DRAW: Lvl 1-19: Esuna, Blind, Cure, Confuse                                |                 |                                                           |          |                 | DEVOUR: Cannot Devour |                 |       |
| Lvl 20-26: Esuna, Blind, Cura, Confuse                                     |                 |                                                           |          |                 |                       |                 |       |
| =====                                                                      |                 |                                                           |          |                 |                       |                 |       |
| STEAL LIST: 25%                                                            |                 | Card Mod Common: ---                                      |          |                 | Card Mod Rare: ---    |                 |       |
| =====O=====                                                                |                 | =====O=====                                               |          |                 | =====O=====           |                 |       |
| Lvl:                                                                       | ~69.5% chance:  | ~20% chance:                                              |          | ~5.8% chance:   |                       | ~4.7% chance:   |       |
| 1-19                                                                       | 4x Fuel         | 4x Fuel                                                   |          | 4x Fuel         |                       | 4x Fuel         |       |
| 20-29                                                                      | 4x Fuel         | 4x Fuel                                                   |          | 4x Fuel         |                       | 4x Fuel         |       |
| 30+                                                                        | 8x Fuel         | 8x Fuel                                                   |          | 2x Orihalcon    |                       | 2x Orihalcon    |       |
| =====                                                                      |                 | =====                                                     |          |                 |                       |                 |       |
| DROPS LIST: 100%                                                           |                 | Card Drop: ---                                            |          |                 |                       |                 |       |
| =====O=====                                                                |                 | =====O=====                                               |          |                 | =====O=====           |                 |       |
| Lvl:                                                                       | ~69.5% chance:  | ~20% chance:                                              |          | ~5.8% chance:   |                       | ~4.7% chance:   |       |
| 1-19                                                                       | 8x Wizard Stone | 8x Wizard Stone                                           |          | 8x Wizard Stone |                       | 8x Wizard Stone |       |
| 20-29                                                                      | 8x Wizard Stone | 8x Wizard Stone                                           |          | 8x Wizard Stone |                       | 8x Wizard Stone |       |
| 30+                                                                        | 8x Wizard Stone | 8x Wizard Stone                                           |          | 1x Orihalcon    |                       | 1x Orihalcon    |       |
| =====O=====                                                                |                 | =====O=====                                               |          |                 | =====O=====           |                 |       |
| Scan Info: This creature lives underground. Its slimy body is full of oil. |                 |                                                           |          |                 |                       |                 |       |
| Attacks by spitting oil.                                                   |                 |                                                           |          |                 |                       |                 |       |
| =====                                                                      |                 |                                                           |          |                 |                       |                 |       |
| Location(s): 1. Balamb Garden MD Levels. (BOSS)                            |                 |                                                           |          |                 |                       |                 |       |
| 2. Deep Sea Research Center (Steam Supply Room).                           |                 |                                                           |          |                 |                       |                 |       |
| =====                                                                      |                 |                                                           |          |                 |                       |                 |       |
| Attacks: {Suck}                                                            |                 | [Physical Attack, 1 Target]                               |          |                 |                       |                 |       |
| ----- Oil Shot                                                             |                 | [Physical Attack, 1 Target, Inflicts Darkness]            |          |                 |                       |                 |       |
| Oil Blast                                                                  |                 | [Physical Attack, 1 Target, Damage = 62.5% of Current HP, |          |                 |                       |                 |       |
|                                                                            |                 | 100% Hit, Counterattack when below 1/3rd of Max HP]       |          |                 |                       |                 |       |
| Sonic Wave                                                                 |                 | [Magical Attack, All Targets, Inflicts Curse]             |          |                 |                       |                 |       |
| Battle Notes: As a boss, Oilboyle's Max Level is 26 and drops no Exp.      |                 |                                                           |          |                 |                       |                 |       |
| =====                                                                      |                 |                                                           |          |                 |                       |                 |       |

|                                                 |        |                          |           |         |         |           |          |         |  |
|-------------------------------------------------|--------|--------------------------|-----------|---------|---------|-----------|----------|---------|--|
| .=====.                                         |        |                          |           |         |         |           |          | .-----. |  |
| Name: Omega Weapon                              |        |                          |           |         |         | {BOSS-52} |          |         |  |
| =====O=====O=====O=====O=====O=====O=====O===== |        |                          |           |         |         |           |          |         |  |
| Level Range: 1-100*                             |        | HP Range: 111105-1161000 |           | AP: 250 |         | EXP: 0    |          |         |  |
| =====O=====O=====O=====O=====O=====O=====O===== |        |                          |           |         |         |           |          |         |  |
| Level:                                          | HP:    | Strength:                | Vitality: | Magic:  | Spirit: | Speed:    | Evasion: |         |  |
| 1                                               | 111105 | 67                       | 61        | 70      | 121     | 61        | 0        |         |  |
| 10                                              | 202500 | 113                      | 65        | 128     | 125     | 61        | 1        |         |  |
| 20                                              | 305000 | 163                      | 70        | 193     | 131     | 61        | 1        |         |  |

|     |         |     |     |     |     |    |   |
|-----|---------|-----|-----|-----|-----|----|---|
| 30  | 408500  | 213 | 76  | 255 | 136 | 61 | 2 |
| 40  | 513000  | 255 | 81  | 255 | 142 | 61 | 2 |
| 50  | 618500  | 255 | 86  | 255 | 147 | 61 | 3 |
| 60  | 725000  | 255 | 92  | 255 | 153 | 61 | 3 |
| 70  | 832500  | 255 | 97  | 255 | 158 | 61 | 4 |
| 80  | 941000  | 255 | 102 | 255 | 164 | 61 | 4 |
| 90  | 1050500 | 255 | 108 | 255 | 169 | 61 | 5 |
| 100 | 1161000 | 255 | 113 | 255 | 175 | 61 | 5 |

|       |       |            |        |         |       |        |       |
|-------|-------|------------|--------|---------|-------|--------|-------|
| Fire: | Ice:  | Lightning: | Earth: | Poison: | Wind: | Water: | Holy: |
| [-1x] | [-1x] | [-1x]      | [-1x]  | [-1x]   | [-1x] | [-1x]  | [-1x] |

|       |        |         |          |          |         |         |       |
|-------|--------|---------|----------|----------|---------|---------|-------|
| Death | Poison | Petrify | Darkness | Silence  | Berserk | Zombie  | Sleep |
| ---   | ---    | ---     | ---      | ---      | ---     | ---     | ---   |
| Slow  | Stop   | Reflect | Doom     | Slow Pet | Float   | Confuse | Drain |
| ---   | ---    | ---     | ---      | ---      | ---     | ---     | ---   |

|           |               |             |                |              |
|-----------|---------------|-------------|----------------|--------------|
| Vit0: Yes | Blow Away: No | Gravity: No | LV Up/Down: No | The End: Yes |
|-----------|---------------|-------------|----------------|--------------|

|                                             |                       |
|---------------------------------------------|-----------------------|
| DRAW: Lvl 1-19: Flare, Holy, Meteor, Ultima | DEVOUR: Cannot Devour |
| Lvl 20-29: Flare, Holy, Meteor, Ultima      |                       |
| Lvl 30+: Flare, Holy, Meteor, Ultima        |                       |

|                 |                      |                    |
|-----------------|----------------------|--------------------|
| STEAL LIST: --- | Card Mod Common: --- | Card Mod Rare: --- |
|-----------------|----------------------|--------------------|

|                  |                |
|------------------|----------------|
| DROPS LIST: 100% | Card Drop: --- |
|------------------|----------------|

|                      |                |                |                |
|----------------------|----------------|----------------|----------------|
| Lvl: ~69.5% chance:  | ~20% chance:   | ~5.8% chance:  | ~4.7% chance:  |
| 1-19 1x Three Stars  | 1x Three Stars | 1x Three Stars | 1x Three Stars |
| 20-29 1x Three Stars | 1x Three Stars | 1x Three Stars | 1x Three Stars |
| 30+ 1x Three Stars   | 1x Three Stars | 1x Three Stars | 1x Three Stars |

|                                                                                                                         |
|-------------------------------------------------------------------------------------------------------------------------|
| Scan Info: Stronger than Ultima Weapon, Omega Weapon is the strongest monster. It is bad luck to run into this monster. |
|-------------------------------------------------------------------------------------------------------------------------|

|                                              |
|----------------------------------------------|
| Location(s): 1. Ultimecia's Castle (Chapel). |
|----------------------------------------------|

|                    |                                                                                     |
|--------------------|-------------------------------------------------------------------------------------|
| Attacks: Lv5 Death | [Magical Attack, All Targets, Inflicts Death to anyone with a Level divisible by 5] |
| Meteor             | [Magical Attack, 10 hits]                                                           |
| Medigo Flame       | [Physical Attack, All Targets, Fixed Damage = 9998]                                 |
| Graviija           | [Magical Attack, All Targets, Damage = 75% Current HP]                              |
| Terra Break        | [Physical Attack, 12 hits]                                                          |
| Ultima             | [Magical Attack, All Target]                                                        |
| Light Pillar       | [Physical Attack, 1 Target, Fixed Damage = 9999]                                    |
| {Slash}            | [Physical Attack, 1 Target, Used throughout the above pattern randomly]             |

|                                                                             |
|-----------------------------------------------------------------------------|
| Battle Notes: In the Playstation Version, Omega's Weapon Lvl is always 100. |
|-----------------------------------------------------------------------------|

|                   |
|-------------------|
| Name: Paratrooper |
|-------------------|

|                                                 |     |                    |           |        |         |        |              |
|-------------------------------------------------|-----|--------------------|-----------|--------|---------|--------|--------------|
| Name: Paratrooper                               |     |                    |           |        |         |        |              |
| =====O=====O=====O=====O=====O=====O=====O===== |     |                    |           |        |         |        |              |
| Level Range: 1-100                              |     | HP Range: 607-4800 |           |        | AP: 3   |        | EXP: 30 (+5) |
| =====O=====O=====O=====O=====O=====O=====O===== |     |                    |           |        |         |        |              |
| Level:                                          | HP: | Strength:          | Vitality: | Magic: | Spirit: | Speed: | Evasion:     |
| 1                                               | 607 | 11                 | 36        | 11     | 45      | 11     | 5            |
| 10                                              | 705 | 28                 | 37        | 30     | 45      | 12     | 6            |

|     |      |     |    |     |    |    |    |
|-----|------|-----|----|-----|----|----|----|
| 20  | 880  | 45  | 38 | 49  | 45 | 13 | 7  |
| 30  | 1125 | 63  | 39 | 69  | 45 | 14 | 9  |
| 40  | 1440 | 80  | 41 | 89  | 46 | 14 | 9  |
| 50  | 1825 | 97  | 42 | 108 | 46 | 15 | 11 |
| 60  | 2280 | 114 | 43 | 127 | 46 | 16 | 12 |
| 70  | 2805 | 131 | 44 | 147 | 47 | 17 | 13 |
| 80  | 3400 | 148 | 46 | 166 | 47 | 18 | 14 |
| 90  | 4065 | 164 | 47 | 185 | 47 | 19 | 15 |
| 100 | 4800 | 180 | 48 | 203 | 48 | 19 | 16 |

|       |      |            |        |         |       |        |       |
|-------|------|------------|--------|---------|-------|--------|-------|
| Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy: |
| [ ]   | [ ]  | [ ]        | [ ]    | [x2]    | [ ]   | [ ]    | [ ]   |

|       |        |         |          |         |         |        |       |
|-------|--------|---------|----------|---------|---------|--------|-------|
| Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie | Sleep |
| 100%  | 100%   | 100%    | 80%      | 100%    | 100%    | 100%   | 100%  |

|      |      |         |      |          |       |         |       |
|------|------|---------|------|----------|-------|---------|-------|
| Slow | Stop | Reflect | Doom | Slow Pet | Float | Confuse | Drain |
| 90%  | 50%  | 100%    | 80%  | 100%     | 100%  | ---     | 35%   |

|           |                |              |                 |              |
|-----------|----------------|--------------|-----------------|--------------|
| Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes |
|-----------|----------------|--------------|-----------------|--------------|

|                                    |                       |
|------------------------------------|-----------------------|
| DRAW: Lvl 1-19: Aero, Water, Esuna | DEVOUR: Cannot Devour |
| Lvl 20-29: Aero, Water, Esuna      |                       |
| Lvl 30+: Aero, Water, Esuna        |                       |

|                     |                  |                |
|---------------------|------------------|----------------|
| STEAL LIST: 78.125% | Card Common: --- | Card Rare: --- |
|---------------------|------------------|----------------|

|                     |              |               |               |
|---------------------|--------------|---------------|---------------|
| Lvl: ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance: |
| 1-19 1x Remedy      | 1x Remedy    | 1x Remedy     | 1x Remedy     |
| 20-29 1x Remedy     | 1x Remedy    | 1x Remedy     | 1x Remedy     |
| 30+ 1x Remedy       | 1x Remedy    | 1x Remedy     | 1x Remedy     |

|                 |                |
|-----------------|----------------|
| DROPS LIST: 50% | Card Drop: --- |
|-----------------|----------------|

|                     |                 |               |               |
|---------------------|-----------------|---------------|---------------|
| Lvl: ~69.5% chance: | ~20% chance:    | ~5.8% chance: | ~4.7% chance: |
| 1-19 1x Potion      | 1x Phoenix Down | 1x Remedy     | 1x Remedy     |
| 20-29 1x Potion     | 1x Phoenix Down | 1x Remedy     | 1x Remedy     |
| 30+ 1x Potion       | 1x Phoenix Down | 1x Remedy     | 1x Remedy     |

|                                                                               |
|-------------------------------------------------------------------------------|
| Scan Info: Soldier assigned to Galbadia Garden. Specializes in sneak attacks. |
| Much stronger than regular soldiers.                                          |

|                                                       |
|-------------------------------------------------------|
| Location(s): 1. Balamb Garden (Disc 2: Garden Clash). |
|-------------------------------------------------------|

|                                                                   |
|-------------------------------------------------------------------|
| Attacks: {Sword} [Physical Attack, 1 Target]                      |
| ----- Demi [Magical Attack, 1 Target, Damage = 25% of Current HP] |
| Silence [Change Status, 1 Target, Inflicts Silence]               |
| Slow [Change Status, 1 Target, Inflicts Slow]                     |
| Remedy [Item, 1 Ally, Removes bad statuses]                       |

=====

|                  |           |
|------------------|-----------|
| Name: Propagator | {BOSS-35} |
|------------------|-----------|

|                   |                     |       |        |
|-------------------|---------------------|-------|--------|
| Level Range: 1-42 | HP Range: 1100-5200 | AP: 5 | EXP: 0 |
|-------------------|---------------------|-------|--------|

|        |      |           |           |        |         |        |          |
|--------|------|-----------|-----------|--------|---------|--------|----------|
| Level: | HP:  | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
| 1      | 1100 | 42        | 36        | 1      | 38      | 76     | 0        |
| 10     | 2000 | 60        | 37        | 8      | 38      | 77     | 1        |
| 20     | 3000 | 81        | 38        | 16     | 38      | 78     | 2        |

|                                                                               |                  |                      |                  |                       |         |         |       |
|-------------------------------------------------------------------------------|------------------|----------------------|------------------|-----------------------|---------|---------|-------|
| 30                                                                            | 4000             | 101                  | 39               | 24                    | 38      | 79      | 3     |
| 40                                                                            | 5000             | 122                  | 41               | 31                    | 39      | 79      | 3     |
| 42                                                                            | 5200             | 126                  | 41               | 33                    | 39      | 80      | 4     |
| =====O=====O=====O=====O=====O=====O=====O=====                               |                  |                      |                  |                       |         |         |       |
| Fire:                                                                         | Ice:             | Lightning:           | Earth:           | Poison:               | Wind:   | Water:  | Holy: |
| [ ]                                                                           | [ ]              | [ ]                  | [ ]              | [Imm]                 | [ ]     | [ ]     | [ ]   |
| =====O=====O=====O=====O=====O=====O=====O=====                               |                  |                      |                  |                       |         |         |       |
| Death                                                                         | Poison           | Petrify              | Darkness         | Silence               | Berserk | Zombie  | Sleep |
| ---                                                                           | ---              | ---                  | ---              | ---                   | ---     | ---     | ---   |
| -----                                                                         | -----            | -----                | -----            | -----                 | -----   | -----   | ----- |
| Slow                                                                          | Stop             | Reflect              | Doom             | Slow Pet              | Float   | Confuse | Drain |
| ---                                                                           | ---              | ---                  | ---              | ---                   | ---     | ---     | ---   |
| -----'-----'-----'-----'-----'-----'-----'-----                               |                  |                      |                  |                       |         |         |       |
| Vit0: Yes   Blow Away: No   Gravity: Yes   LV Up/Down: No   The End: Yes      |                  |                      |                  |                       |         |         |       |
| =====                                                                         |                  |                      |                  |                       |         |         |       |
| DRAW: Lvl 1-19: Thunder, Cure, Esuna, Life                                    |                  |                      |                  | DEVOUR: Cannot Devour |         |         |       |
| Lvl 20-29: Thundara, Cura, Esuna, Life                                        |                  |                      |                  |                       |         |         |       |
| Lvl 30-42: Thundaga, Curaga, Esuna, Life                                      |                  |                      |                  |                       |         |         |       |
| =====                                                                         |                  |                      |                  |                       |         |         |       |
| STEAL LIST:                                                                   |                  | Card Mod Common: --- |                  | Card Mod Rare: ---    |         |         |       |
| =====O=====O=====O=====O=====O=====O=====O=====                               |                  |                      |                  |                       |         |         |       |
| Lvl:                                                                          | ~69.5% chance:   | ~20% chance:         | ~5.8% chance:    | ~4.7% chance:         |         |         |       |
| 1-19                                                                          | 6x Wizard Stone  | 6x Wizard Stone      | 6x Wizard Stone  | 6x Wizard Stone       |         |         |       |
| 20-29                                                                         | 6x Wizard Stone  | 6x Wizard Stone      | 6x Wizard Stone  | 6x Wizard Stone       |         |         |       |
| 30-42                                                                         | 6x Wizard Stone  | 6x Wizard Stone      | 6x Wizard Stone  | 6x Wizard Stone       |         |         |       |
| =====                                                                         |                  |                      |                  |                       |         |         |       |
| DROPS LIST:                                                                   |                  | Card Drop: ---       |                  |                       |         |         |       |
| =====O=====O=====O=====O=====O=====O=====O=====                               |                  |                      |                  |                       |         |         |       |
| Lvl:                                                                          | ~69.5% chance:   | ~20% chance:         | ~5.8% chance:    | ~4.7% chance:         |         |         |       |
| 1-19                                                                          | 1x S/D/F/A Stone | 1x P/H/M/D Stone     | 1x A/U/U/U Stone | 1x D/U/U/U Stone      |         |         |       |
| 20-29                                                                         | 1x S/D/F/A Stone | 1x P/H/M/D Stone     | 1x A/U/U/U Stone | 1x D/U/U/U Stone      |         |         |       |
| 30-42                                                                         | 1x S/D/F/A Stone | 1x P/H/M/D Stone     | 1x A/U/U/U Stone | 1x D/U/U/U Stone      |         |         |       |
| =====O=====O=====O=====O=====O=====O=====O=====                               |                  |                      |                  |                       |         |         |       |
| Note: When dropped, you'll get only ONE stone out of the following: A = Aura, |                  |                      |                  |                       |         |         |       |
| S = Shell, P = Protect, D = Death, F = Flare, M = Meteor, U = Ultima          |                  |                      |                  |                       |         |         |       |
| =====                                                                         |                  |                      |                  |                       |         |         |       |
| Scan Info: A monster living in the spaceship Ragnarok. Very violent in        |                  |                      |                  |                       |         |         |       |
| nature, it attacks anything that moves within the ship.                       |                  |                      |                  |                       |         |         |       |
| =====                                                                         |                  |                      |                  |                       |         |         |       |
| Location(s): 1. Ragnarok in Space.                                            |                  |                      |                  |                       |         |         |       |
| =====                                                                         |                  |                      |                  |                       |         |         |       |
| Attacks: BiteBite [Physical Attack, 1 Target, 100% Critical]                  |                  |                      |                  |                       |         |         |       |
| ----- {Punch} [Physical Attack, 1 Target]                                     |                  |                      |                  |                       |         |         |       |
| Thundaga [Magical Attack, 1 Target, Lightning Elemental]                      |                  |                      |                  |                       |         |         |       |
| Silence [Change Status, 1 Target, Inflicts Silence]                           |                  |                      |                  |                       |         |         |       |
| Blind [Change Status, 1 Target, Inflicts Darkness]                            |                  |                      |                  |                       |         |         |       |
| -----'-----'-----'-----'-----'-----'-----'-----                               |                  |                      |                  |                       |         |         |       |

|                                                  |     |              |           |        |         |        |          |
|--------------------------------------------------|-----|--------------|-----------|--------|---------|--------|----------|
| .=====.                                          |     |              |           |        |         |        |          |
| Name: PuPu                                       |     |              |           |        |         |        |          |
| =====O=====O=====O=====O=====O=====O=====O=====. |     |              |           |        |         |        |          |
| Level Range: 1-100                               |     | HP Range: 10 |           |        | AP: 0   | EXP: 0 |          |
| =====O=====O=====O=====O=====O=====O=====O=====  |     |              |           |        |         |        |          |
| Level:                                           | HP: | Strength:    | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
| 1                                                | 10  | 3            | 2         | 2      | 2       | 26     | 0        |
| 10                                               | 10  | 11           | 6         | 3      | 6       | 28     | 1        |
| 20                                               | 10  | 18           | 12        | 5      | 12      | 30     | 1        |
| 30                                               | 10  | 26           | 17        | 6      | 17      | 32     | 2        |
| 40                                               | 10  | 33           | 23        | 7      | 23      | 34     | 2        |
| 50                                               | 10  | 40           | 28        | 9      | 28      | 35     | 3        |





|                                                                                                            |                |                      |              |                       |                    |                |               |              |  |
|------------------------------------------------------------------------------------------------------------|----------------|----------------------|--------------|-----------------------|--------------------|----------------|---------------|--------------|--|
| =====o=====o=====o=====o=====                                                                              |                |                      |              |                       |                    |                |               |              |  |
| Death                                                                                                      | Poison         | Petrify              | Darkness     | Silence               | Berserk            | Zombie         | Sleep         |              |  |
| ---                                                                                                        | ---            | ---                  | 60%          | 20%                   | ---                | ---            | 60%           |              |  |
| -----                                                                                                      | -----          | -----                | -----        | -----                 | -----              | -----          | -----         |              |  |
| Slow                                                                                                       | Stop           | Reflect              | Doom         | Slow Pet              | Float              | Confuse        | Drain         |              |  |
| 60%                                                                                                        | ---            | 100%                 | ---          | ---                   | ---                | ---            | 40%           |              |  |
| -----'-----'-----'-----'-----'-----'-----'-----                                                            |                |                      |              |                       |                    |                |               |              |  |
| Vit0: Yes                                                                                                  |                | Blow Away: No        |              | Gravity: Yes          |                    | LV Up/Down: No |               | The End: Yes |  |
| =====                                                                                                      |                |                      |              |                       |                    |                |               |              |  |
| DRAW: Lvl 1-19: Thunder, Thundara, Shell, Protect                                                          |                |                      |              | DEVOUR: Cannot Devour |                    |                |               |              |  |
| Lvl 20-29: Thunder, Thundara, Shell, Protect                                                               |                |                      |              |                       |                    |                |               |              |  |
| Lvl 30+: Thunder, Thundara, Shell, Protect                                                                 |                |                      |              |                       |                    |                |               |              |  |
| =====                                                                                                      |                |                      |              |                       |                    |                |               |              |  |
| STEAL LIST: 25%                                                                                            |                | Card Mod Common: --- |              |                       | Card Mod Rare: --- |                |               |              |  |
| =====o=====o=====o=====o=====                                                                              |                |                      |              |                       |                    |                |               |              |  |
| Lvl:                                                                                                       | ~69.5% chance: |                      | ~20% chance: |                       | ~5.8% chance:      |                | ~4.7% chance: |              |  |
| 1-19                                                                                                       | 2x Str Up      |                      | 2x Str Up    |                       | 2x Str Up          |                | 2x Str Up     |              |  |
| 20-29                                                                                                      | 2x Str Up      |                      | 2x Str Up    |                       | 2x Str Up          |                | 2x Str Up     |              |  |
| 30+                                                                                                        | 2x Str Up      |                      | 2x Str Up    |                       | 2x Str Up          |                | 2x Str Up     |              |  |
| =====                                                                                                      |                |                      |              |                       |                    |                |               |              |  |
| DROPS LIST: 100%                                                                                           |                | Card Drop: ---       |              |                       |                    |                |               |              |  |
| =====o=====o=====o=====o=====                                                                              |                |                      |              |                       |                    |                |               |              |  |
| Lvl:                                                                                                       | ~69.5% chance: |                      | ~20% chance: |                       | ~5.8% chance:      |                | ~4.7% chance: |              |  |
| 1-19                                                                                                       | 1x Str Up      |                      | 1x Str Up    |                       | 1x Str Up          |                | 1x Str Up     |              |  |
| 20-29                                                                                                      | 1x Str Up      |                      | 1x Str Up    |                       | 1x Str Up          |                | 1x Str Up     |              |  |
| 30+                                                                                                        | 1x Str Up      |                      | 1x Str Up    |                       | 1x Str Up          |                | 1x Str Up     |              |  |
| =====o=====o=====o=====o=====                                                                              |                |                      |              |                       |                    |                |               |              |  |
| Scan Info: Looking for Ellone with Fujin. Good at physical attacks. Tries to act cool around other people. |                |                      |              |                       |                    |                |               |              |  |
| =====                                                                                                      |                |                      |              |                       |                    |                |               |              |  |
| Location(s): 1. Balamb (under lockdown; Disc2).                                                            |                |                      |              |                       |                    |                |               |              |  |
| =====                                                                                                      |                |                      |              |                       |                    |                |               |              |  |
| Attacks: {Strike} [Physical Attack, 1 Target]                                                              |                |                      |              |                       |                    |                |               |              |  |
| -----                                                                                                      |                |                      |              |                       |                    |                |               |              |  |
| =====                                                                                                      |                |                      |              |                       |                    |                |               |              |  |

|                                                   |        |                     |           |              |                       |                |          |              |
|---------------------------------------------------|--------|---------------------|-----------|--------------|-----------------------|----------------|----------|--------------|
| Name: Raijin   (2nd time)                         |        |                     |           |              |                       |                |          | {BOSS-28}    |
| Level Range: 1-29                                 |        | HP Range: 400-11600 |           |              | AP: 10                | EXP: 0         |          |              |
| Level:                                            | HP:    | Strength:           | Vitality: | Magic:       | Spirit:               | Speed:         | Evasion: |              |
| 1                                                 | 400    | 32                  | 42        | 3            | 1                     | 10             | 2        |              |
| 10                                                | 4000   | 50                  | 57        | 13           | 3                     | 12             | 3        |              |
| 20                                                | 8000   | 70                  | 75        | 24           | 6                     | 13             | 3        |              |
| 29                                                | 11600  | 88                  | 91        | 34           | 8                     | 15             | 3        |              |
| Fire:                                             | Ice:   | Lightning:          | Earth:    | Poison:      | Wind:                 | Water:         | Holy:    |              |
| [ ]                                               | [ ]    | [-1x]               | [ ]       | [1.5x]       | [ ]                   | [ ]            | [ ]      |              |
| Death                                             | Poison | Petrify             | Darkness  | Silence      | Berserk               | Zombie         | Sleep    |              |
| ---                                               | ---    | ---                 | 60%       | 20%          | ---                   | ---            | 60%      |              |
| Slow                                              | Stop   | Reflect             | Doom      | Slow Pet     | Float                 | Confuse        | Drain    |              |
| 60%                                               | ---    | 100%                | ---       | ---          | ---                   | ---            | 40%      |              |
| Vit0: Yes                                         |        | Blow Away: No       |           | Gravity: Yes |                       | LV Up/Down: No |          | The End: Yes |
| DRAW: Lvl 1-19: Thunder, Thundara, Shell, Protect |        |                     |           |              | DEVOUR: Cannot Devour |                |          |              |
| Lvl 20-29: Thunder, Thundara, Shell, Protect      |        |                     |           |              |                       |                |          |              |

|                                                                                                            |              |                                            |                    |
|------------------------------------------------------------------------------------------------------------|--------------|--------------------------------------------|--------------------|
| =====                                                                                                      |              |                                            |                    |
| STEAL LIST: 25%                                                                                            |              | Card Mod Common: ---                       | Card Mod Rare: --- |
| =====O=====                                                                                                |              | =====O=====                                | =====O=====        |
| Lvl:   ~69.5% chance:                                                                                      | ~20% chance: | ~5.8% chance:                              | ~4.7% chance:      |
| 1-19 2x Str Up                                                                                             | 2x Str Up    | 2x Str Up                                  | 2x Str Up          |
| 20-29 2x Str Up                                                                                            | 2x Str Up    | 2x Str Up                                  | 2x Str Up          |
| =====                                                                                                      |              |                                            |                    |
| DROPS LIST: 100%                                                                                           |              | Card Drop: ---                             |                    |
| =====O=====                                                                                                |              | =====O=====                                | =====O=====        |
| Lvl:   ~69.5% chance:                                                                                      | ~20% chance: | ~5.8% chance:                              | ~4.7% chance:      |
| 1-19 1x Str Up                                                                                             | 1x Str Up    | 1x Str Up                                  | 1x Str Up          |
| 20-29 1x Str Up                                                                                            | 1x Str Up    | 1x Str Up                                  | 1x Str Up          |
| =====O=====                                                                                                |              | =====O=====                                | =====O=====        |
| FIXED DROP: Combat King 002 (100%)                                                                         |              |                                            |                    |
| =====                                                                                                      |              |                                            |                    |
| Scan Info: Looking for Ellone with Fujin. Good at physical attacks. Tries to act cool around other people. |              |                                            |                    |
| =====                                                                                                      |              |                                            |                    |
| Location(s): 1. Balamb (under lockdown; Disc2).                                                            |              |                                            |                    |
| =====                                                                                                      |              |                                            |                    |
| Attacks: {Strike}                                                                                          |              | [Physical Attack, 1 Target]                |                    |
| ----- Hi-Potion                                                                                            |              | [Item, Self, Recovers 1000 HP]             |                    |
| Raijin Special                                                                                             |              | [Physical Attack, 1 Target, 100% Critical] |                    |
| =====                                                                                                      |              |                                            |                    |

|                                              |                |                      |                |              |                    |                |                |              |
|----------------------------------------------|----------------|----------------------|----------------|--------------|--------------------|----------------|----------------|--------------|
| Name: Raijin   (3rd time)                    |                |                      |                |              |                    |                |                | {BOSS-38}    |
| Level Range: 1-43                            |                | HP Range: 5400-22200 |                |              | AP: 12             | EXP: 0         |                |              |
| Level:                                       | HP:            | Strength:            | Vitality:      | Magic:       | Spirit:            | Speed:         | Evasion:       |              |
| 1                                            | 5400           | 32                   | 52             | 3            | 1                  | 30             | 2              |              |
| 10                                           | 9000           | 53                   | 69             | 13           | 3                  | 32             | 3              |              |
| 20                                           | 13000          | 75                   | 88             | 24           | 6                  | 33             | 3              |              |
| 30                                           | 17000          | 98                   | 106            | 36           | 8                  | 35             | 4              |              |
| 40                                           | 21000          | 120                  | 125            | 47           | 11                 | 37             | 4              |              |
| 43                                           | 22200          | 127                  | 130            | 50           | 12                 | 37             | 4              |              |
| 44                                           | 22600          | 129                  | 132            | 51           | 12                 | 37             | 4              |              |
| Fire:                                        | Ice:           | Lightning:           | Earth:         | Poison:      | Wind:              | Water:         | Holy:          |              |
| [ ]                                          | [ ]            | [-1x]                | [ ]            | [1.5x]       | [ ]                | [ ]            | [ ]            |              |
| Death                                        | Poison         | Petrify              | Darkness       | Silence      | Berserk            | Zombie         | Sleep          |              |
| ---                                          | ---            | ---                  | 60%            | 20%          | ---                | ---            | 60%            |              |
| Slow                                         | Stop           | Reflect              | Doom           | Slow Pet     | Float              | Confuse        | Drain          |              |
| 60%                                          | ---            | 100%                 | ---            | ---          | ---                | ---            | 40%            |              |
| Vit0: Yes                                    |                | Blow Away: No        |                | Gravity: Yes |                    | LV Up/Down: No |                | The End: Yes |
| DRAW: Lvl 1-19: Thunder, Protect, Shell      |                |                      |                |              |                    |                |                |              |
| Lvl 20-29: Thunder, Thundara, Protect, Shell |                |                      |                |              |                    |                |                |              |
| Lvl 30+: Thundara, Thundaga, Protect, Shell  |                |                      |                |              |                    |                |                |              |
| STEAL LIST: 25%                              |                | Card Mod Common: --- |                |              | Card Mod Rare: --- |                |                |              |
| Lvl:                                         | ~69.5% chance: |                      | ~20% chance:   |              | ~5.8% chance:      |                | ~4.7% chance:  |              |
| 1-19                                         | 1x Power Wrist |                      | 1x Power Wrist |              | 1x Power Wrist     |                | 1x Power Wrist |              |
| 20-29                                        | 1x Power Wrist |                      | 1x Power Wrist |              | 1x Power Wrist     |                | 1x Power Wrist |              |
| 30+                                          | 1x Power Wrist |                      | 1x Power Wrist |              | 1x Power Wrist     |                | 1x Power Wrist |              |

|                                                                                                              |                |                                                                                         |              |                   |               |  |               |
|--------------------------------------------------------------------------------------------------------------|----------------|-----------------------------------------------------------------------------------------|--------------|-------------------|---------------|--|---------------|
| DROPS LIST: 100%                                                                                             |                |                                                                                         |              | Card Drop: ---    |               |  |               |
| =====O=====                                                                                                  |                |                                                                                         |              | =====O=====O===== |               |  |               |
| Lvl:                                                                                                         | ~69.5% chance: |                                                                                         | ~20% chance: |                   | ~5.8% chance: |  | ~4.7% chance: |
| 1-19                                                                                                         | 3x Str Up      |                                                                                         | 4x Str Up    |                   | 5x Str Up     |  | 6x Str Up     |
| 20-29                                                                                                        | 3x Str Up      |                                                                                         | 4x Str Up    |                   | 5x Str Up     |  | 6x Str Up     |
| 30+                                                                                                          | 3x Str Up      |                                                                                         | 4x Str Up    |                   | 5x Str Up     |  | 6x Str Up     |
| =====O=====O=====O=====O=====O=====                                                                          |                |                                                                                         |              |                   |               |  |               |
| Scan Info: Works with Fujin and Seifer. Still relies on his strength, but can now use support magic as well. |                |                                                                                         |              |                   |               |  |               |
| =====                                                                                                        |                |                                                                                         |              |                   |               |  |               |
| Location(s): 1. Lunatic Pandora (end Disc 3).                                                                |                |                                                                                         |              |                   |               |  |               |
| =====                                                                                                        |                |                                                                                         |              |                   |               |  |               |
| Attacks: {Strike}                                                                                            |                | [Physical Attack, 1 Target]                                                             |              |                   |               |  |               |
| ----- {Fist}                                                                                                 |                | [Physical Attack, 1 Target]                                                             |              |                   |               |  |               |
| Aura                                                                                                         |                | [Change Status, Self, Inflicts Aura, When under Aura Raijin's Strength will be doubled] |              |                   |               |  |               |
| Raijin Special                                                                                               |                | [Physical Attack, 1 Target, 100% Critical]                                              |              |                   |               |  |               |
| '====='                                                                                                      |                |                                                                                         |              |                   |               |  |               |

|                                        |                 |                   |                 |              |                       |                 |                 |              |  |
|----------------------------------------|-----------------|-------------------|-----------------|--------------|-----------------------|-----------------|-----------------|--------------|--|
| =====.                                 |                 |                   |                 |              |                       |                 |                 | .-----.      |  |
| Name: Raldo                            |                 |                   |                 |              |                       |                 |                 | {BOSS-7}     |  |
| =====O=====                            |                 |                   |                 |              |                       |                 |                 | =====O=====  |  |
| Level Range: 1-11                      |                 | HP Range: 111-287 |                 |              | AP: 3                 |                 | EXP: 40 (+10)   |              |  |
| =====O=====                            |                 |                   |                 |              |                       |                 |                 | =====O=====  |  |
| Level:                                 | HP:             | Strength:         | Vitality:       | Magic:       | Spirit:               | Speed:          | Evasion:        |              |  |
| 1                                      | 111             | 2                 | 32              | 2            | 57                    | 30              | 0               |              |  |
| 10                                     | 265             | 8                 | 54              | 22           | 74                    | 32              | 0               |              |  |
| 11                                     | 287             | 9                 | 56              | 24           | 76                    | 32              | 0               |              |  |
| 20                                     | 540             | 16                | 78              | 43           | 94                    | 33              | 1               |              |  |
| 30                                     | 925             | 23                | 102             | 65           | 113                   | 35              | 1               |              |  |
| 40                                     | 1420            | 30                | 125             | 86           | 132                   | 37              | 1               |              |  |
| 50                                     | 2025            | 37                | 149             | 107          | 151                   | 38              | 2               |              |  |
| 60                                     | 2740            | 44                | 173             | 128          | 171                   | 40              | 2               |              |  |
| 70                                     | 3565            | 51                | 197             | 149          | 190                   | 42              | 2               |              |  |
| 80                                     | 4500            | 58                | 220             | 170          | 209                   | 43              | 3               |              |  |
| 90                                     | 5545            | 65                | 244             | 191          | 228                   | 45              | 3               |              |  |
| 100                                    | 6700            | 72                | 268             | 212          | 248                   | 47              | 3               |              |  |
| =====O=====                            |                 |                   |                 |              |                       |                 |                 | =====O=====  |  |
| Fire:                                  | Ice:            | Lightning:        | Earth:          | Poison:      | Wind:                 | Water:          | Holy:           |              |  |
| [ ]                                    | [ ]             | [ ]               | [ ]             | [ ]          | [ ]                   | [ ]             | [ ]             |              |  |
| =====O=====                            |                 |                   |                 |              |                       |                 |                 | =====O=====  |  |
| Death                                  | Poison          | Petrify           | Darkness        | Silence      | Berserk               | Zombie          | Sleep           |              |  |
| 20%                                    | 40%             | ---               | 60%             | ---          | ---                   | ---             | ---             |              |  |
| -----                                  |                 |                   |                 |              |                       |                 |                 | -----        |  |
| Slow                                   | Stop            | Reflect           | Doom            | Slow Pet     | Float                 | Confuse         | Drain           |              |  |
| 90%                                    | 10%             | 100%              | 40%             | ---          | ---                   | ---             | 100%            |              |  |
| -----                                  |                 |                   |                 |              |                       |                 |                 | -----        |  |
| Vit0: Yes                              |                 | Blow Away: 80%    |                 | Gravity: Yes |                       | LV Up/Down: Yes |                 | The End: Yes |  |
| =====                                  |                 |                   |                 |              |                       |                 |                 | =====        |  |
| DRAW: Lvl 1-19: Fire, Thunder, Protect |                 |                   |                 |              | DEVOUR: Cannot Devour |                 |                 |              |  |
| Lvl 20-29: Fira, Thundara, Protect     |                 |                   |                 |              |                       |                 |                 |              |  |
| Lvl 30+: Firaga, Thundaga, Protect     |                 |                   |                 |              |                       |                 |                 |              |  |
| =====                                  |                 |                   |                 |              |                       |                 |                 | =====        |  |
| STEAL LIST: 25%                        |                 | Card Common: ---  |                 |              | Card Rare: ---        |                 |                 |              |  |
| =====O=====                            |                 |                   |                 |              |                       |                 |                 | =====O=====  |  |
| Lvl:                                   | ~69.5% chance:  |                   | ~20% chance:    |              | ~5.8% chance:         |                 | ~4.7% chance:   |              |  |
| 1-19                                   | 8x Wizard Stone |                   | 8x Wizard Stone |              | 8x Wizard Stone       |                 | 8x Wizard Stone |              |  |
| 20-29                                  | 8x Wizard Stone |                   | 8x Wizard Stone |              | 8x Wizard Stone       |                 | 8x Wizard Stone |              |  |
| 30+                                    | 8x Wizard Stone |                   | 8x Wizard Stone |              | 8x Wizard Stone       |                 | 8x Wizard Stone |              |  |

|                                                                                                            |                 |  |                 |  |                   |  |                 |  |  |
|------------------------------------------------------------------------------------------------------------|-----------------|--|-----------------|--|-------------------|--|-----------------|--|--|
| DROPS LIST: 100%                                                                                           |                 |  |                 |  | Card Drop: ---    |  |                 |  |  |
| =====O=====                                                                                                |                 |  |                 |  | =====O=====O===== |  |                 |  |  |
| Lvl:                                                                                                       | ~69.5% chance:  |  | ~20% chance:    |  | ~5.8% chance:     |  | ~4.7% chance:   |  |  |
| 1-19                                                                                                       | 4x Wizard Stone |  | 4x Wizard Stone |  | 4x Wizard Stone   |  | 4x Wizard Stone |  |  |
| 20-29                                                                                                      | 4x Wizard Stone |  | 4x Wizard Stone |  | 4x Wizard Stone   |  | 4x Wizard Stone |  |  |
| 30+                                                                                                        | 4x Wizard Stone |  | 4x Wizard Stone |  | 4x Wizard Stone   |  | 4x Wizard Stone |  |  |
| =====O=====O=====O=====O=====                                                                              |                 |  |                 |  |                   |  |                 |  |  |
| Scan Info: May look slow due to its stone-like body, but it is actually quite fast. May appear in numbers. |                 |  |                 |  |                   |  |                 |  |  |
| =====                                                                                                      |                 |  |                 |  |                   |  |                 |  |  |
| Location(s): 1. Balamb Garden Training Center.                                                             |                 |  |                 |  |                   |  |                 |  |  |
| =====                                                                                                      |                 |  |                 |  |                   |  |                 |  |  |
| Attacks: {Claw} [Physical Attack, 1 Target, Only used when Granaldo is dead]                               |                 |  |                 |  |                   |  |                 |  |  |
| -----                                                                                                      |                 |  |                 |  |                   |  |                 |  |  |
| =====                                                                                                      |                 |  |                 |  |                   |  |                 |  |  |

|                                  |        |            |           |                      |         |                        |          |                     |  |  |  |                 |  |  |  |              |  |  |  |
|----------------------------------|--------|------------|-----------|----------------------|---------|------------------------|----------|---------------------|--|--|--|-----------------|--|--|--|--------------|--|--|--|
| Name: Red Bat                    |        |            |           |                      |         |                        |          | FLYING ENEMY        |  |  |  |                 |  |  |  |              |  |  |  |
| Level Range: 1-100               |        |            |           | HP Range: 23-1820    |         |                        |          | AP: 1               |  |  |  | EXP: 8 (+3)     |  |  |  |              |  |  |  |
| Level:                           | HP:    | Strength:  | Vitality: | Magic:               | Spirit: | Speed:                 | Evasion: |                     |  |  |  |                 |  |  |  |              |  |  |  |
| 1                                | 23     | 1          | 2         | 1                    | 4       | 6                      | 10       |                     |  |  |  |                 |  |  |  |              |  |  |  |
| 10                               | 65     | 10         | 6         | 5                    | 6       | 7                      | 12       |                     |  |  |  |                 |  |  |  |              |  |  |  |
| 20                               | 140    | 19         | 12        | 10                   | 8       | 9                      | 13       |                     |  |  |  |                 |  |  |  |              |  |  |  |
| 30                               | 245    | 27         | 17        | 14                   | 10      | 10                     | 15       |                     |  |  |  |                 |  |  |  |              |  |  |  |
| 40                               | 380    | 34         | 23        | 18                   | 12      | 11                     | 17       |                     |  |  |  |                 |  |  |  |              |  |  |  |
| 50                               | 545    | 40         | 28        | 22                   | 14      | 12                     | 18       |                     |  |  |  |                 |  |  |  |              |  |  |  |
| 60                               | 740    | 44         | 34        | 26                   | 16      | 12                     | 20       |                     |  |  |  |                 |  |  |  |              |  |  |  |
| 70                               | 965    | 48         | 39        | 30                   | 18      | 15                     | 22       |                     |  |  |  |                 |  |  |  |              |  |  |  |
| 80                               | 1220   | 50         | 45        | 33                   | 20      | 16                     | 23       |                     |  |  |  |                 |  |  |  |              |  |  |  |
| 90                               | 1505   | 51         | 50        | 36                   | 22      | 17                     | 25       |                     |  |  |  |                 |  |  |  |              |  |  |  |
| 100                              | 1820   | 51         | 56        | 40                   | 24      | 19                     | 27       |                     |  |  |  |                 |  |  |  |              |  |  |  |
| Fire:                            | Ice:   | Lightning: | Earth:    | Poison:              | Wind:   | Water:                 | Holy:    |                     |  |  |  |                 |  |  |  |              |  |  |  |
| [ ]                              | [ ]    | [ ]        | [Imm]     | [2x]                 | [2x]    | [ ]                    | [ ]      |                     |  |  |  |                 |  |  |  |              |  |  |  |
| Death                            | Poison | Petrify    | Darkness  | Silence              | Berserk | Zombie                 | Sleep    |                     |  |  |  |                 |  |  |  |              |  |  |  |
| 70%                              | 80%    | 70%        | ---       | 80%                  | 60%     | 70%                    | 80%      |                     |  |  |  |                 |  |  |  |              |  |  |  |
| Slow                             | Stop   | Reflect    | Doom      | Slow Pet             | Float   | Confuse                | Drain    |                     |  |  |  |                 |  |  |  |              |  |  |  |
| 90%                              | 50%    | 100%       | 80%       | 70%                  | ---     | 60%                    | 100%     |                     |  |  |  |                 |  |  |  |              |  |  |  |
| Vit0: Yes                        |        |            |           | Blow Away: No        |         |                        |          | Gravity: Yes        |  |  |  | LV Up/Down: Yes |  |  |  | The End: Yes |  |  |  |
| DRAW: Lvl 1-19: Thunder, Scan    |        |            |           |                      |         | DEVOUR: Tastes okay... |          |                     |  |  |  |                 |  |  |  |              |  |  |  |
| Lvl 20-29: Thundara, Scan, Drain |        |            |           |                      |         | Tastes okay...         |          |                     |  |  |  |                 |  |  |  |              |  |  |  |
| Lvl 30+: Thundara, Scan, Drain   |        |            |           |                      |         | Tastes okay...         |          |                     |  |  |  |                 |  |  |  |              |  |  |  |
| STEAL LIST: 75%                  |        |            |           | Card Common: Red Bat |         |                        |          | Card Rare: X-ATM092 |  |  |  |                 |  |  |  |              |  |  |  |
| Lvl: ~69.5% chance:              |        |            |           | ~20% chance:         |         |                        |          | ~5.8% chance:       |  |  |  | ~4.7% chance:   |  |  |  |              |  |  |  |
| 1-19 1x Vampire Fang             |        |            |           | 1x Vampire Fang      |         |                        |          | 1x Vampire Fang     |  |  |  | 1x Vampire Fang |  |  |  |              |  |  |  |
| 20-29 1x Vampire Fang            |        |            |           | 2x Vampire Fang      |         |                        |          | 2x Vampire Fang     |  |  |  | 2x Vampire Fang |  |  |  |              |  |  |  |
| 30+ 2x Vampire Fang              |        |            |           | 2x Vampire Fang      |         |                        |          | 2x Vampire Fang     |  |  |  | 2x Vampire Fang |  |  |  |              |  |  |  |
| DROPS LIST: 75%                  |        |            |           | Card Drop: Red Bat   |         |                        |          |                     |  |  |  |                 |  |  |  |              |  |  |  |
| Lvl: ~69.5% chance:              |        |            |           | ~20% chance:         |         |                        |          | ~5.8% chance:       |  |  |  | ~4.7% chance:   |  |  |  |              |  |  |  |

|                                                                                                                  |                  |                                                                                     |                 |                 |
|------------------------------------------------------------------------------------------------------------------|------------------|-------------------------------------------------------------------------------------|-----------------|-----------------|
| 1-19                                                                                                             | 1x M-Stone Piece | 1x M-Stone Piece                                                                    | 1x Vampire Fang | 1x Vampire Fang |
| 20-29                                                                                                            | 1x Magic Stone   | 1x Vampire Fang                                                                     | 2x Magic Stone  | 2x Vampire Fang |
| 30+                                                                                                              | 1x Wizard Stone  | 1x Vampire Fang                                                                     | 2x Wizard Stone | 2x Vampire Fang |
| =====O=====O=====O=====O=====                                                                                    |                  |                                                                                     |                 |                 |
| Scan Info: A type of bat with a huge mouth. Lurks in dark places. Dives quickly from the air to bite its target. |                  |                                                                                     |                 |                 |
| =====                                                                                                            |                  |                                                                                     |                 |                 |
| Location(s): 1. Fire Cavern.                                                                                     |                  |                                                                                     |                 |                 |
| =====                                                                                                            |                  |                                                                                     |                 |                 |
| Attacks: {Fang}                                                                                                  |                  | [Physical Attack, 1 Target]                                                         |                 |                 |
| ----- Vampire                                                                                                    |                  | [Physical Absorb, 1 Target, Drains HP, Only used when it falls below 50% of Max HP] |                 |                 |
| Ultrasonic Waves                                                                                                 |                  | [Magical Attack, 1 Target, Inflicts Confuse]                                        |                 |                 |
| =====                                                                                                            |                  |                                                                                     |                 |                 |

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|                 |           |
|-----------------|-----------|
| Name: Red Giant | {BOSS-47} |
|-----------------|-----------|

|                   |                 |        |        |
|-------------------|-----------------|--------|--------|
| Level Range: 1-52 | HP Range: 30000 | AP: 30 | EXP: 0 |
|-------------------|-----------------|--------|--------|

|        |       |           |           |        |         |        |          |
|--------|-------|-----------|-----------|--------|---------|--------|----------|
| Level: | HP:   | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
| 1      | 30000 | 26        | 255       | 2      | 255     | 4      | 0        |
| 10     | 30000 | 44        | 255       | 3      | 255     | 5      | 0        |
| 20     | 30000 | 63        | 255       | 5      | 255     | 7      | 1        |
| 30     | 30000 | 82        | 255       | 6      | 255     | 8      | 1        |
| 40     | 30000 | 101       | 255       | 7      | 255     | 9      | 2        |
| 50     | 30000 | 119       | 255       | 9      | 255     | 10     | 2        |
| 52     | 30000 | 123       | 255       | 9      | 255     | 11     | 2        |

|       |      |            |        |         |       |        |       |
|-------|------|------------|--------|---------|-------|--------|-------|
| Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy: |
| [ ]   | [ ]  | [ ]        | [ ]    | [Imm]   | [ ]   | [ ]    | [ ]   |

|       |        |         |          |          |         |         |       |
|-------|--------|---------|----------|----------|---------|---------|-------|
| Death | Poison | Petrify | Darkness | Silence  | Berserk | Zombie  | Sleep |
| ---   | ---    | ---     | 80%      | ---      | ---     | ---     | ---   |
| ----- | -----  | -----   | -----    | -----    | -----   | -----   | ----- |
| Slow  | Stop   | Reflect | Doom     | Slow Pet | Float   | Confuse | Drain |
| 30%   | ---    | ---     | ---      | ---      | ---     | ---     | ---   |

|           |               |              |                |              |
|-----------|---------------|--------------|----------------|--------------|
| Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes |
|-----------|---------------|--------------|----------------|--------------|

|                                 |                       |
|---------------------------------|-----------------------|
| DRAW: Lvl 1-19: Demi, Pandemona | DEVOUR: Cannot Devour |
| Lvl 20-29: Demi, Pandemona      | DEVOUR: Cannot Devour |
| Lvl 30+: Demi, Pandemona        | DEVOUR: Cannot Devour |

|                 |                      |                    |
|-----------------|----------------------|--------------------|
| STEAL LIST: --- | Card Mod Common: --- | Card Mod Rare: --- |
|-----------------|----------------------|--------------------|

|                  |                |
|------------------|----------------|
| DROPS LIST: 100% | Card Drop: --- |
|------------------|----------------|

|       |                  |                  |                  |                  |
|-------|------------------|------------------|------------------|------------------|
| Lvl:  | ~69.5% chance:   | ~20% chance:     | ~5.8% chance:    | ~4.7% chance:    |
| 1-19  | 1x Diamond Armor | 1x Diamond Armor | 1x Diamond Armor | 1x Diamond Armor |
| 20-29 | 1x Diamond Armor | 1x Diamond Armor | 1x Diamond Armor | 1x Diamond Armor |
| 30+   | 1x Diamond Armor | 1x Diamond Armor | 1x Diamond Armor | 1x Diamond Armor |

|                                                                                                                              |
|------------------------------------------------------------------------------------------------------------------------------|
| Scan Info: A giant machine powered by magic. Its high defensive power makes it difficult to damage, except with magic or GF. |
|------------------------------------------------------------------------------------------------------------------------------|

|                                                   |
|---------------------------------------------------|
| Location(s): 1. Ultimecia's Castle (Prison Cell). |
|---------------------------------------------------|

|                      |                                |
|----------------------|--------------------------------|
| Attacks: {Sword}     | [Physical Attack, 1 Target]    |
| ----- Gigantic Sword | [Physical Attack, All Targets] |

```

{LoseSword} [Loses sword when it falls below 9000 HP]
{Punch} [Physical Attack, 1 Target, Used after losing sword]
=====

.=====
|Name: Righty |
|=====o=====o=====o=====
|Level Range: 1-100 | HP Range: 1821-13800 | AP: 3 | EXP: 40 (+10)
|=====o=====o=====o=====o=====o=====o=====o=====
|Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
| 1 | 1821 | 12 | 80 | 1 | 5 | 2 | 0
| 10 | 2100 | 24 | 82 | 4 | 5 | 3 | 1
| 20 | 2600 | 38 | 85 | 8 | 6 | 4 | 1
| 30 | 3300 | 52 | 87 | 11 | 6 | 5 | 2
| 40 | 4200 | 65 | 90 | 15 | 7 | 6 | 2
| 50 | 5300 | 78 | 92 | 18 | 8 | 7 | 2
| 60 | 6600 | 91 | 95 | 21 | 8 | 8 | 3
| 70 | 8100 | 105 | 97 | 24 | 9 | 9 | 4
| 80 | 9800 | 118 | 100 | 26 | 10 | 10 | 4
| 90 | 11700 | 130 | 102 | 29 | 10 | 11 | 5
| 100 | 13800 | 143 | 105 | 31 | 11 | 12 | 5
|=====o=====o=====o=====o=====o=====o=====o=====
|Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy:
|[ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [2x]
|=====o=====o=====o=====o=====o=====o=====o=====
|Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie | Sleep
| --- | 80% | --- | 80% | 80% | --- | 70% | ---
|-----|-----|-----|-----|-----|-----|-----|-----
|Slow | Stop | Reflect | Doom | Slow Pet | Float | Confuse | Drain
| --- | --- | 100% | --- | --- | --- | --- | 100%
|-----|-----|-----|-----|-----|-----|-----|-----
|Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: Yes | The End: Yes
|=====
|DRAW: Lvl 1-19: Shell, Protect |DEVOUR: Cannot Devour
|Lvl 20-29: Shell, Protect |
|Lvl 30+: Shell, Protect |
|=====
|STEAL LIST: 25% |Card Common: --- | Card Rare: ---
|=====o=====o=====o=====o=====o=====o=====o=====
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
|1-19|4x Magic Stone |4x Magic Stone |4x Magic Stone |4x Magic Stone
|20-29|4x Wizard Stone |4x Wizard Stone |4x Wizard Stone |4x Wizard Stone
|30+|1x Rune Armlet |1x Rune Armlet |1x Rune Armlet |1x Rune Armlet
|=====
|DROPS LIST: 75% |Card Drop: ---
|=====o=====o=====o=====o=====o=====o=====o=====
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
|1-19|3x M-Stone Piece |4x M-Stone Piece|6x M-Stone Piece |1x Rune Armlet
|20-29|3x Magic Stone |4x Magic Stone |6x Magic Stone |1x Rune Armlet
|=====o=====o=====o=====o=====o=====o=====o=====
|Scan Info: A large right hand protruding from the earth. Can't use magic.
|Uses its strength to attack with force.
|=====
|Location(s): 1. Worldmap: Timber Shenand Hill.
|=====
|Attacks: {Slap} [Physical Attack, 1 Target]
|----- {Shake} [Physical Attack, 1 Target, 100% Critical]
|=====

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|                                                                                                                                  |                |                     |              |             |                       |                |               |
|----------------------------------------------------------------------------------------------------------------------------------|----------------|---------------------|--------------|-------------|-----------------------|----------------|---------------|
| Name: Rinoa   (Junctioned to Adel)                                                                                               |                |                     |              |             |                       |                |               |
| =====O=====O=====O=====O=====O=====O=====O=====O=====O=====                                                                      |                |                     |              |             |                       |                |               |
| Level Range: 1-100                                                                                                               |                | HP Range: 6021-9036 |              |             | AP: 0                 |                | EXP: 0        |
| =====O=====O=====O=====O=====O=====O=====O=====O=====O=====                                                                      |                |                     |              |             |                       |                |               |
| Level:                                                                                                                           | HP:            | Strength:           | Vitality:    | Magic:      | Spirit:               | Speed:         | Evasion:      |
| 1                                                                                                                                | 6021           | 4                   | 1            | 65          | 1                     | 20             | 0             |
| 10                                                                                                                               | 6300           | 7                   | 1            | 83          | 2                     | 20             | 1             |
| 20                                                                                                                               | 6800           | 10                  | 1            | 102         | 3                     | 20             | 1             |
| 30                                                                                                                               | 7500           | 13                  | 1            | 122         | 4                     | 20             | 2             |
| 40                                                                                                                               | 8400           | 15                  | 1            | 141         | 6                     | 20             | 2             |
| 46                                                                                                                               | 9036           | 17                  | 1            | 152         | 6                     | 20             | 2             |
| =====O=====O=====O=====O=====O=====O=====O=====O=====O=====                                                                      |                |                     |              |             |                       |                |               |
| Fire:                                                                                                                            | Ice:           | Lightning:          | Earth:       | Poison:     | Wind:                 | Water:         | Holy:         |
| [ ]                                                                                                                              | [ ]            | [ ]                 | [ ]          | [ ]         | [ ]                   | [ ]            | [ ]           |
| =====O=====O=====O=====O=====O=====O=====O=====O=====O=====                                                                      |                |                     |              |             |                       |                |               |
| Death                                                                                                                            | Poison         | Petrify             | Darkness     | Silence     | Berserk               | Zombie         | Sleep         |
| ---                                                                                                                              | 80%            | ---                 | 80%          | 80%         | ---                   | ---            | ---           |
| -----                                                                                                                            |                |                     |              |             |                       |                |               |
| Slow                                                                                                                             | Stop           | Reflect             | Doom         | Slow Pet    | Float                 | Confuse        | Drain         |
| ---                                                                                                                              | ---            | 100%                | 80%          | ---         | ---                   | ---            | 100%          |
| -----                                                                                                                            |                |                     |              |             |                       |                |               |
| Vit0: Yes                                                                                                                        |                | Blow Away: No       |              | Gravity: No |                       | LV Up/Down: No |               |
|                                                                                                                                  |                |                     |              |             |                       | The End: Yes   |               |
| =====                                                                                                                            |                |                     |              |             |                       |                |               |
| DRAW: Lvl 1-19: Esuna, Dispel, Regen                                                                                             |                |                     |              |             | DEVOUR: Cannot Devour |                |               |
| Lvl 20-29: Esuna, Dispel, Regen                                                                                                  |                |                     |              |             |                       |                |               |
| Lvl 30+: Esuna, Dispel, Regen                                                                                                    |                |                     |              |             |                       |                |               |
| =====                                                                                                                            |                |                     |              |             |                       |                |               |
| STEAL LIST: 25%                                                                                                                  |                | Card Common: ---    |              |             | Card Rare: ---        |                |               |
| =====O=====O=====O=====O=====O=====O=====O=====O=====O=====                                                                      |                |                     |              |             |                       |                |               |
| Lvl:                                                                                                                             | ~69.5% chance: |                     | ~20% chance: |             | ~5.8% chance:         |                | ~4.7% chance: |
| 1-19                                                                                                                             | 8x Megalixir   |                     | 8x Megalixir |             | 8x Megalixir          |                | 8x Megalixir  |
| 20-29                                                                                                                            | 8x Megalixir   |                     | 8x Megalixir |             | 8x Megalixir          |                | 8x Megalixir  |
| 30+                                                                                                                              | 8x Megalixir   |                     | 8x Megalixir |             | 8x Megalixir          |                | 8x Megalixir  |
| =====                                                                                                                            |                |                     |              |             |                       |                |               |
| DROPS LIST: ---                                                                                                                  |                | Card Drop: ---      |              |             |                       |                |               |
| =====O=====O=====O=====O=====O=====O=====O=====O=====O=====                                                                      |                |                     |              |             |                       |                |               |
| Scan Info: Rinoa is being junctioned by Adel. Immobile, because Adel is absorbing her powers. Can be released by defeating Adel. |                |                     |              |             |                       |                |               |
| =====                                                                                                                            |                |                     |              |             |                       |                |               |
| Location(s): 1. Lunatic Pandora (Disc 4).                                                                                        |                |                     |              |             |                       |                |               |
| =====                                                                                                                            |                |                     |              |             |                       |                |               |
| Attacks: No Attacks.                                                                                                             |                |                     |              |             |                       |                |               |
| -----                                                                                                                            |                |                     |              |             |                       |                |               |
| =====                                                                                                                            |                |                     |              |             |                       |                |               |

|                                                             |       |                     |           |        |         |        |                |  |
|-------------------------------------------------------------|-------|---------------------|-----------|--------|---------|--------|----------------|--|
| .=====.                                                     |       |                     |           |        |         |        |                |  |
| Name: Ruby Dragon                                           |       |                     |           |        |         |        |                |  |
| =====O=====O=====O=====O=====O=====O=====O=====O=====O===== |       |                     |           |        |         |        |                |  |
| Level Range: 1-100                                          |       | HP Range: 668-89100 |           |        | AP: 14  |        | EXP: 210 (+40) |  |
| =====O=====O=====O=====O=====O=====O=====O=====O=====O===== |       |                     |           |        |         |        |                |  |
| Level:                                                      | HP:   | Strength:           | Vitality: | Magic: | Spirit: | Speed: | Evasion:       |  |
| 1                                                           | 668   | 27                  | 81        | 65     | 151     | 2      | 0              |  |
| 10                                                          | 6075  | 48                  | 90        | 81     | 157     | 3      | 1              |  |
| 20                                                          | 12700 | 71                  | 100       | 100    | 164     | 5      | 1              |  |
| 30                                                          | 19975 | 93                  | 110       | 117    | 171     | 6      | 2              |  |
| 40                                                          | 27900 | 116                 | 120       | 135    | 178     | 7      | 3              |  |
| 50                                                          | 36475 | 138                 | 130       | 153    | 186     | 8      | 3              |  |
| 60                                                          | 45700 | 161                 | 140       | 170    | 192     | 10     | 4              |  |
| 70                                                          | 55575 | 183                 | 150       | 188    | 200     | 11     | 4              |  |
| 80                                                          | 66100 | 206                 | 160       | 205    | 207     | 12     | 5              |  |





|                                                                                                                      |                |                                                 |                |                                                                                  |                       |                |                |
|----------------------------------------------------------------------------------------------------------------------|----------------|-------------------------------------------------|----------------|----------------------------------------------------------------------------------|-----------------------|----------------|----------------|
| 50                                                                                                                   | 13625          | 107                                             | 42             | 89                                                                               | 57                    | 32             | 4              |
| 60                                                                                                                   | 18500          | 126                                             | 43             | 101                                                                              | 63                    | 37             | 4              |
| 70                                                                                                                   | 24125          | 145                                             | 43             | 114                                                                              | 68                    | 41             | 5              |
| 75                                                                                                                   | 27218          | 154                                             | 43             | 120                                                                              | 71                    | 43             | 6              |
| =====O=====O=====O=====O=====O=====O=====O=====                                                                      |                |                                                 |                |                                                                                  |                       |                |                |
| Fire:                                                                                                                | Ice:           | Lightning:                                      | Earth:         | Poison:                                                                          | Wind:                 | Water:         | Holy:          |
| [ ]                                                                                                                  | [ ]            | [ ]                                             | [Imm]          | [2x]                                                                             | [2x]                  | [ ]            | [ ]            |
| =====O=====O=====O=====O=====O=====O=====O=====                                                                      |                |                                                 |                |                                                                                  |                       |                |                |
| Death                                                                                                                | Poison         | Petrify                                         | Darkness       | Silence                                                                          | Berserk               | Zombie         | Sleep          |
| ---                                                                                                                  | ---            | ---                                             | ---            | ---                                                                              | ---                   | ---            | ---            |
| ----- ----- ----- ----- ----- ----- ----- -----                                                                      |                |                                                 |                |                                                                                  |                       |                |                |
| Slow                                                                                                                 | Stop           | Reflect                                         | Doom           | Slow Pet                                                                         | Float                 | Confuse        | Drain          |
| ---                                                                                                                  | ---            | 100%                                            | ---            | ---                                                                              | 70%                   | ---            | ---            |
| ----- ----- ----- ----- ----- ----- ----- -----                                                                      |                |                                                 |                |                                                                                  |                       |                |                |
| Vit0: Yes                                                                                                            |                | Blow Away: No                                   |                | Gravity: Yes                                                                     |                       | LV Up/Down: No |                |
|                                                                                                                      |                |                                                 |                |                                                                                  |                       | The End: Yes   |                |
| =====                                                                                                                |                |                                                 |                |                                                                                  |                       |                |                |
| DRAW: Lvl 1-19: Shell, Protect, Berserk, Life                                                                        |                |                                                 |                |                                                                                  | DEVOUR: Cannot Devour |                |                |
| Lvl 20-29: Shell, Protect, Berserk, Life                                                                             |                |                                                 |                |                                                                                  |                       |                |                |
| Lvl 30+: Shell, Protect, Berserk, Life                                                                               |                |                                                 |                |                                                                                  |                       |                |                |
| =====                                                                                                                |                |                                                 |                |                                                                                  |                       |                |                |
| STEAL LIST: ---                                                                                                      |                | Card Common: ---                                |                |                                                                                  | Card Rare: ---        |                |                |
| =====                                                                                                                |                |                                                 |                |                                                                                  |                       |                |                |
| DROPS LIST: 100%                                                                                                     |                | Card Drop: ---                                  |                |                                                                                  |                       |                |                |
|                                                                                                                      |                | =====O=====O=====O=====O=====O=====O=====O===== |                |                                                                                  |                       |                |                |
| Lvl:                                                                                                                 | ~69.5% chance: |                                                 | ~20% chance:   |                                                                                  | ~5.8% chance:         |                | ~4.7% chance:  |
| 1-19                                                                                                                 | 8x G-Hi-Potion |                                                 | 8x G-Hi-Potion |                                                                                  | 8x G-Hi-Potion        |                | 8x G-Hi-Potion |
| 20-29                                                                                                                | 8x G-Hi-Potion |                                                 | 8x G-Hi-Potion |                                                                                  | 8x G-Hi-Potion        |                | 8x G-Hi-Potion |
| 30+                                                                                                                  | 8x G-Hi-Potion |                                                 | 8x G-Hi-Potion |                                                                                  | 8x G-Hi-Potion        |                | 8x G-Hi-Potion |
| =====O=====O=====O=====O=====O=====O=====O=====                                                                      |                |                                                 |                |                                                                                  |                       |                |                |
| Scan Info: Earth GF in Tomb of the Unknown King. Recovers by the power of the earth. Attacks with a large steel orb. |                |                                                 |                |                                                                                  |                       |                |                |
| =====                                                                                                                |                |                                                 |                |                                                                                  |                       |                |                |
| Location(s): 1. Tomb of the Unknown King.                                                                            |                |                                                 |                |                                                                                  |                       |                |                |
| =====                                                                                                                |                |                                                 |                |                                                                                  |                       |                |                |
| Attacks: {Steel Orb}                                                                                                 |                |                                                 |                | [Physical Attack, 1 Target]                                                      |                       |                |                |
| ----- Mad Cow Special                                                                                                |                |                                                 |                | [Magical Attack, All Targets, Only used when both Sacred and Minotaur are alive] |                       |                |                |
|                                                                                                                      |                |                                                 |                |                                                                                  |                       |                |                |
| Battle Notes: Minotaur has Auto-Regen which can be removed with Float.                                               |                |                                                 |                |                                                                                  |                       |                |                |
| -----                                                                                                                |                |                                                 |                |                                                                                  |                       |                |                |

|                                                                 |       |            |           |         |         |        |          |
|-----------------------------------------------------------------|-------|------------|-----------|---------|---------|--------|----------|
| Name: SAM08G                                                    |       |            |           |         |         |        |          |
| Level Range: 1-100   HP Range: 747-27700   AP: 4   EXP: 30 (+5) |       |            |           |         |         |        |          |
| Level:                                                          | HP:   | Strength:  | Vitality: | Magic:  | Spirit: | Speed: | Evasion: |
| 1                                                               | 747   | 9          | 25        | 8       | 15      | 8      | 0        |
| 10                                                              | 1375  | 23         | 27        | 14      | 15      | 9      | 1        |
| 20                                                              | 2500  | 37         | 30        | 20      | 15      | 9      | 1        |
| 30                                                              | 4075  | 51         | 32        | 26      | 16      | 10     | 2        |
| 40                                                              | 6100  | 64         | 35        | 32      | 16      | 10     | 3        |
| 50                                                              | 8575  | 77         | 37        | 37      | 17      | 11     | 4        |
| 60                                                              | 11500 | 89         | 40        | 42      | 17      | 11     | 4        |
| 70                                                              | 14875 | 101        | 42        | 47      | 17      | 12     | 5        |
| 80                                                              | 18700 | 112        | 45        | 52      | 18      | 12     | 6        |
| 90                                                              | 22975 | 123        | 47        | 57      | 18      | 13     | 6        |
| 100                                                             | 27700 | 133        | 50        | 61      | 19      | 13     | 7        |
| Fire:                                                           | Ice:  | Lightning: | Earth:    | Poison: | Wind:   | Water: | Holy:    |

|                                                                                                                               |                  |                     |                 |                      |                 |                 |                 |
|-------------------------------------------------------------------------------------------------------------------------------|------------------|---------------------|-----------------|----------------------|-----------------|-----------------|-----------------|
| [ ]                                                                                                                           | [ ]              | [1.3x]              | [ ]             | [2x]                 | [ ]             | [ ]             | [ ]             |
| Death                                                                                                                         | Poison           | Petrify             | Darkness        | Silence              | Berserk         | Zombie          | Sleep           |
| ---                                                                                                                           | 80%              | 70%                 | 80%             | 30%                  | ---             | ---             | ---             |
| Slow                                                                                                                          | Stop             | Reflect             | Doom            | Slow Pet             | Float           | Confuse         | Drain           |
| 90%                                                                                                                           | 50%              | 100%                | 60%             | ---                  | ---             | ---             | 100%            |
| Vit0: Yes   Blow Away: Yes   Gravity: Yes   LV Up/Down: Yes   The End: Yes                                                    |                  |                     |                 |                      |                 |                 |                 |
| DRAW: Lvl 1-19: Shell, Protect                                                                                                |                  |                     |                 | DEVOUR: Delicious!!! |                 |                 |                 |
| Lvl 20-29: Shell, Protect, Life                                                                                               |                  |                     |                 | Delicious!!!         |                 |                 |                 |
| Lvl 30+: Shell, Protect, Reflect, Life                                                                                        |                  |                     |                 | Delicious!!!         |                 |                 |                 |
| STEAL LIST: 50%                                                                                                               |                  | Card Common: SAM08G |                 | Card Rare: X-ATM092  |                 |                 |                 |
| Lvl:                                                                                                                          | ~69.5% chance:   |                     | ~20% chance:    |                      | ~5.8% chance:   |                 | ~4.7% chance:   |
| 1-19                                                                                                                          | 1x Running Fire  | 1x Running Fire     | 1x Running Fire | 1x Running Fire      | 1x Running Fire | 1x Running Fire | 1x Running Fire |
| 20-29                                                                                                                         | 1x Running Fire  | 1x Running Fire     | 2x Running Fire | 2x Running Fire      | 2x Running Fire | 2x Running Fire | 2x Running Fire |
| 30+                                                                                                                           | 3x Running Fire  | 3x Running Fire     | 4x Running Fire | 4x Running Fire      | 4x Running Fire | 4x Running Fire | 4x Running Fire |
| DROPS LIST: 75%                                                                                                               |                  | Card Drop: SAM08G   |                 |                      |                 |                 |                 |
| Lvl:                                                                                                                          | ~69.5% chance:   |                     | ~20% chance:    |                      | ~5.8% chance:   |                 | ~4.7% chance:   |
| 1-19                                                                                                                          | 2x M-Stone Piece | 1x Running Fire     | 1x Dragon Fin   | 1x Dragon Fang       | 1x Dragon Fang  | 1x Dragon Fang  | 1x Dragon Fang  |
| 20-29                                                                                                                         | 1x Dragon Fin    | 1x Running Fire     | 1x Dragon Fang  | 1x Dragon Fang       | 1x Dragon Fang  | 1x Dragon Fang  | 1x Dragon Fang  |
| 30+                                                                                                                           | 2x Dragon Fin    | 2x Running Fire     | 2x Dragon Fang  | 2x Dragon Fang       | 2x Dragon Fang  | 2x Dragon Fang  | 2x Dragon Fang  |
| Scan Info: A living weapon made by Galbadia. Carries a 155mm cannon on both shoulders and a 60mm Vulcan cannon in its mouth.  |                  |                     |                 |                      |                 |                 |                 |
| Location(s): 1. Fisherman's Horizon.                                                                                          |                  |                     |                 |                      |                 |                 |                 |
| Attacks: {Swipe} [Physical Attack, 1 Target]                                                                                  |                  |                     |                 |                      |                 |                 |                 |
| ----- Shoulder Charge [Physical Attack, 1 Target]                                                                             |                  |                     |                 |                      |                 |                 |                 |
| Gatling Gun [Blue Magic, Physical Attack, 1 Target]                                                                           |                  |                     |                 |                      |                 |                 |                 |
| Store [Lasts 3 Rounds, Only used if an other enemy is alive, and that other enemy must be something else than another SAM08G] |                  |                     |                 |                      |                 |                 |                 |
| Cannon Blow [Physical Attack, 1 Target, Used after 3x Store]                                                                  |                  |                     |                 |                      |                 |                 |                 |
| Wild Cannon Blow [Physical Attack, 1 Target Used after 3x Store]                                                              |                  |                     |                 |                      |                 |                 |                 |

|                           |        |                    |           |          |         |         |          |
|---------------------------|--------|--------------------|-----------|----------|---------|---------|----------|
| Name: Seifer   (1st time) |        |                    |           |          |         |         |          |
| {BOSS-14}                 |        |                    |           |          |         |         |          |
| Level Range: 1-20         |        | HP Range: 176-1150 |           |          | AP: 0   | EXP: 0  |          |
| Level:                    | HP:    | Strength:          | Vitality: | Magic:   | Spirit: | Speed:  | Evasion: |
| 1                         | 176    | 18                 | 82        | 14       | 121     | 5       | 2        |
| 10                        | 525    | 23                 | 97        | 35       | 129     | 8       | 3        |
| 20                        | 1150   | 28                 | 114       | 57       | 139     | 10      | 4        |
| Fire:                     | Ice:   | Lightning:         | Earth:    | Poison:  | Wind:   | Water:  | Holy:    |
| [ ]                       | [ ]    | [ ]                | [ ]       | [1.5x]   | [ ]     | [ ]     | [ ]      |
| Death                     | Poison | Petrify            | Darkness  | Silence  | Berserk | Zombie  | Sleep    |
| ---                       | ---    | ---                | ---       | ---      | ---     | ---     | 20%      |
| Slow                      | Stop   | Reflect            | Doom      | Slow Pet | Float   | Confuse | Drain    |





```
| Scan Info: Defeated once, and still trying to fight to save his pride. HP is |
| lower due to the defeat, but skills are higher. |
|=====|
| Location(s): 1. Galbadia Garden (Garden Clash Disc 2). |
|=====|
| Attacks: {Sword Slash} [Physical Attack, 1 Target] |
| ----- Fira [Magical Attack, 1 Target, Fire Elemental] |
|=====|
```

```
.===== .-----
|Name: Seifer | (4th time) | {BOSS-41} |
|=====O=====O=====O=====|
| Level Range: 1-45 | HP Range: 3700-34500 | AP: 40 | EXP: 0 |
|=====O=====O=====O=====O=====|
| Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
| 1 | 3700 | 38 | 101 | 9 | 121 | 45 | 0 |
| 10 | 10000 | 56 | 105 | 52 | 125 | 48 | 1 |
| 20 | 17000 | 76 | 111 | 94 | 131 | 50 | 1 |
| 30 | 24000 | 96 | 116 | 132 | 136 | 52 | 2 |
| 40 | 31000 | 115 | 122 | 164 | 142 | 54 | 2 |
| 45 | 34500 | 124 | 125 | 179 | 145 | 55 | 2 |
|=====O=====O=====O=====O=====|
| Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy: |
| [ ] | [ ] | [ ] | [ ] | [1.5x] | [ ] | [ ] | [ ] |
|=====O=====O=====O=====O=====|
| Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie | Sleep |
| --- | --- | --- | --- | --- | --- | --- | --- |
|-----|-----|-----|-----|-----|-----|-----|-----|
| Slow | Stop | Reflect | Doom | Slow Pet | Float | Confuse | Drain |
| --- | --- | --- | --- | --- | --- | --- | 100% |
|-----|-----|-----|-----|-----|-----|-----|-----|
| Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes |
|=====|
| DRAW: Lvl 1-19: Fire, Thunder, Blizzard | DEVOUR: Cannot Devour |
| Lvl 20-29: Fira, Thundara, Blizzara | |
| Lvl 30+: Firaga, Thundaga, Blizzaga, Aura |
|=====|
```

```
| STEAL LIST: 12.5% | Card Mod Common: --- | Card Mod Rare: --- |
|=====O=====O=====O=====O=====|
| Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance: |
| 1-19 | 1x Hero | 1x Hero | 1x Holy War | 1x Holy War |
| 20-29 | 1x Hero | 1x Hero | 1x Holy War | 1x Holy War |
| 30+ | 1x Hero | 1x Hero | 1x Holy War | 1x Holy War |
|=====|
```

```
| DROPS LIST: 100% | Card Drop: --- |
|=====O=====O=====O=====O=====|
| Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance: |
| 1-19 | 1x Hero | 1x Hero | 1x Holy War | 1x Holy War |
| 20-29 | 1x Hero | 1x Hero | 1x Holy War | 1x Holy War |
| 30+ | 1x Hero | 1x Hero | 1x Holy War | 1x Holy War |
|=====O=====O=====O=====O=====|
```

```
| Scan Info: To retain his pride as a Sorceress' Knight, he is determined to |
| win. His skills are even more deadly. |
|=====|
| Location(s): 1. Lunatic Pandora (End Disc 3). |
|=====|
| Attacks: {Gunblade} [Physical Attack, 1 Target, If he Triggers then +50% Dmg] |
| ----- Firaga [Magical Attack, 1 Target, Fire Elemental] |
| Bloodfest [Physical Attack, All Targets, Used often at low HP] |
| Flare [Magical Attack, 1 Target] |
```

Battle Notes: If you have Odin, he will show up at the start. Gilgamesh will show up during the battle afterwards, ending the battle.

=====.

Name: Slapper

=====O=====O=====O=====.

Level Range: 1-100 | HP Range: 44-8340 | AP: 3 | EXP: 40 (+10)

=====O=====O=====O=====O=====O=====O=====O=====O=====.

| Level: | HP:  | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
|--------|------|-----------|-----------|--------|---------|--------|----------|
| 1      | 44   | 8         | 36        | 7      | 40      | 20     | 20       |
| 10     | 240  | 21        | 37        | 20     | 40      | 22     | 21       |
| 20     | 590  | 34        | 38        | 33     | 40      | 24     | 22       |
| 30     | 1080 | 47        | 39        | 47     | 40      | 26     | 24       |
| 40     | 1710 | 60        | 41        | 60     | 41      | 28     | 24       |
| 50     | 2480 | 72        | 42        | 73     | 41      | 30     | 26       |
| 60     | 3390 | 85        | 43        | 86     | 41      | 32     | 27       |
| 70     | 4440 | 97        | 44        | 99     | 42      | 34     | 28       |
| 80     | 5630 | 109       | 46        | 112    | 42      | 36     | 29       |
| 90     | 6960 | 121       | 47        | 125    | 42      | 38     | 30       |
| 100    | 8430 | 133       | 48        | 137    | 43      | 40     | 31       |

=====O=====O=====O=====O=====O=====O=====O=====O=====.

| Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy: |
|-------|------|------------|--------|---------|-------|--------|-------|
| [ ]   | [ ]  | [ ]        | [ ]    | [ ]     | [ ]   | [ ]    | [ ]   |

=====O=====O=====O=====O=====O=====O=====O=====O=====.

| Death | Poison | Petrify | Darkness | Silence  | Berserk | Zombie  | Sleep |
|-------|--------|---------|----------|----------|---------|---------|-------|
| 70%   | 80%    | 70%     | 80%      | 80%      | 60%     | 70%     | 80%   |
| ----- | -----  | -----   | -----    | -----    | -----   | -----   | ----- |
| Slow  | Stop   | Reflect | Doom     | Slow Pet | Float   | Confuse | Drain |
| 90%   | 50%    | 100%    | 80%      | 70%      | 100%    | 60%     | 100%  |
| ----- | -----  | -----   | -----    | -----    | -----   | -----   | ----- |

Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes

=====

|                                              |                       |
|----------------------------------------------|-----------------------|
| DRAW: Lvl 1-19: Blizzard                     | DEVOUR: Cannot Devour |
| Lvl 20-29: Blizzard, Blizzara, Water         |                       |
| Lvl 30+: Blizzard, Blizzara, Blizzaga, Water |                       |

=====

STEAL LIST: 50% | Card Common: --- | Card Rare: ---

=====O=====O=====O=====O=====O=====O=====O=====O=====.

| Lvl:  | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance: |
|-------|----------------|--------------|---------------|---------------|
| 1-19  | 2x Hi-Potion   | 2x Hi-Potion | 2x Hi-Potion  | 2x Hi-Potion  |
| 20-29 | 2x Hi-Potion   | 2x Hi-Potion | 2x Hi-Potion  | 2x Hi-Potion  |
| 30+   | 2x Hi-Potion   | 2x Hi-Potion | 2x Hi-Potion  | 2x Hi-Potion  |

=====

DROPS LIST: 75% | Card Drop: ---

=====O=====O=====O=====O=====O=====O=====O=====O=====.

| Lvl:  | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance: |
|-------|----------------|--------------|---------------|---------------|
| 1-19  | 1x Hi-Potion   | 1x Hi-Potion | 2x Hi-Potion  | 2x Hi-Potion  |
| 20-29 | 1x Hi-Potion   | 1x Hi-Potion | 2x Hi-Potion  | 2x Hi-Potion  |
| 30+   | 1x Hi-Potion   | 1x Hi-Potion | 2x Hi-Potion  | 2x Hi-Potion  |

=====O=====O=====O=====O=====O=====O=====O=====O=====.

Scan Info: A member of Galbadia Garden's demi-human ice-hockey club. Attacks with speed and team work.

=====

Location(s): 1. Hockeyfield Galbadia Garden (Garden Clash Disc 2).

=====

Attacks: {Stick} [Physical Attack, 1 Target]  
----- Blizzara [Magical Attack, 1 Target, Ice Elemental]

```

Formation M! Go!!! [After this, the Slappers will use Blizzara
                    A * B times. A = # Slappers alive, B = Turns.
                    Any Slapper can get 4 turns. Max amount of total
                    Blizzara cast is still 4 in total]

Formation G! Go!! [After this, the Slappers will use {Stick}
                  A * B times. A = # Slappers alive, B = Turns.
                  Any Slapper can get 4 turns. Max amount of total
                  {Stick} attacks used is 16 total]

We have heart! Go, Galbadia! [Physical Attack, 1 Target,
                              Ignores Defense, 100% Critical Hit]
=====

```

```

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```

```

|Name: Snow Lion |

```

```

|=====O=====O=====O=====

```

```

|Level Range: 1-100 | HP Range: 1063-136000 | AP: 8 | EXP: 150 (+20) |

```

```

|=====O=====O=====O=====O=====O=====O=====O=====O=====

```

```

|Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |

```

```

| 1 | 1063 | 16 | 25 | 1 | 8 | 10 | 0 |

```

```

| 10 | 10900 | 31 | 28 | 13 | 9 | 11 | 0 |

```

```

| 20 | 22400 | 46 | 31 | 27 | 11 | 13 | 1 |

```

```

| 30 | 34500 | 62 | 35 | 40 | 13 | 14 | 1 |

```

```

| 40 | 47200 | 77 | 38 | 53 | 14 | 15 | 2 |

```

```

| 50 | 60500 | 92 | 41 | 66 | 16 | 16 | 2 |

```

```

| 60 | 74400 | 107 | 45 | 79 | 18 | 18 | 3 |

```

```

| 70 | 88900 | 122 | 48 | 92 | 19 | 19 | 3 |

```

```

| 80 | 104000 | 136 | 51 | 104 | 21 | 20 | 3 |

```

```

| 90 | 119700 | 150 | 55 | 116 | 23 | 21 | 4 |

```

```

| 100 | 136000 | 164 | 58 | 128 | 24 | 23 | 4 |

```

```

|=====O=====O=====O=====O=====O=====O=====O=====O=====

```

```

|Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy: |

```

```

|[2.5x] | [-1x] | [ ] | [1.5x] | [ ] | [1.5x] | [ ] | [ ] |

```

```

|=====O=====O=====O=====O=====O=====O=====O=====O=====

```

```

|Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie | Sleep |

```

```

|1% | --- | 1% | 80% | 80% | 60% | --- | 80% |

```

```

|-----|-----|-----|-----|-----|-----|-----|-----|

```

```

|Slow | Stop | Reflect | Doom | Slow Pet | Float | Confuse | Drain |

```

```

|90% | --- | 100% | 10% | 10% | --- | 60% | 100% |

```

```

|-----|-----|-----|-----|-----|-----|-----|-----|

```

```

|Vit0: Yes | Blow Away: Yes | Gravity: Yes | LV Up/Down: Yes | The End: Yes |

```

```

|=====

```

```

|DRAW: Lvl 1-19: Blizzard, Berserk |DEVOUR: Delicious!!! |

```

```

|Lvl 20-29: Blizzard, Blizzara, Berserk |Delicious!!! |

```

```

|Lvl 30+: Blizzard, Blizzara, Blizzaga, Berserk |Delicious!!! |

```

```

|=====

```

```

|STEAL LIST: 50% |Card Common: --- |Card Rare: --- |

```

```

|=====O=====O=====O=====O=====O=====O=====O=====O=====

```

```

|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance: |

```

```

|1-19|1x Healing Mail |1x Healing Mail |2x Healing Mail |2x Healing Mail |

```

```

|20-29|3x Healing Mail |3x Healing Mail |4x Healing Mail |4x Healing Mail |

```

```

|30+|8x Healing Mail |8x Healing Mail |8x Healing Mail |8x Healing Mail |

```

```

|=====

```

```

|DROPS LIST: 100% |Card Drop: --- |

```

```

|=====O=====O=====O=====O=====O=====O=====O=====O=====

```

```

|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance: |

```

```

|1-19|2x North Wind |2x North Wind |2x Healing Mail |2x Healing Mail |

```

```

|20-29|4x North Wind |4x North Wind |4 Healing Mail |1x Silver Mail |

```

```

|30+|6x North Wind |6x North Wind |1x Silver Mail |2x Silver Mail |

```

```

|=====O=====O=====O=====O=====O=====O=====O=====O=====

```



```

| Scan Info: Lives in the northern snow fields. Takes time to defeat because of
| its high HP. Uses Ice Breath when angry.
|=====
| Location(s): 1. Trabia Snowfields.
|=====
| Attacks: {Tail Slap} [Physical Attack, 1 Target]
| ----- {Bash}      [Physical Attack, 1 Target, 100% Critical Hit]
|           Ice Breath [Magical Attack, All Targets, Ice Elemental]
|=====
.=====
|Name: Sorceress A |
|=====o=====o=====o=====o=====o=====o=====o=====
| Level Range: 1-100 | HP Range: 3390 | AP: 0 | EXP: 0
|=====o=====o=====o=====o=====o=====o=====o=====
| Level: | HP: | Strength:| Vitality: | Magic: | Spirit: | Speed: | Evasion:|
| 45 | 3390 | 73 | 10 | 202 | 1 | 50 | 2
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Earth: | Poison:| Wind: | Water: | Holy: |
| [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ]
|=====o=====o=====o=====o=====o=====o=====o=====
| Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie | Sleep
| 80% | 80% | --- | 80% | 40% | --- | 70% | 80%
|-----|-----|-----|-----|-----|-----|-----|-----
| Slow | Stop | Reflect | Doom | Slow Pet | Float | Confuse | Drain
| 100% | --- | --- | 80% | --- | --- | --- | 100%
|-----|-----|-----|-----|-----|-----|-----|-----
| Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
|=====
| DRAW: Lvl 45: Firaga, Thundaga, Blizzaga |DEVOUR: Cannot Devour
|=====
| STEAL LIST: 50% |Card Common: --- | Card Rare: ---
|=====o=====o=====o=====o=====o=====o=====o=====
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
| 45|1x Meteor Stone |1x Ultima Stone |1x Ultima Stone |1x Ultima Stone
|=====
| DROPS LIST: 100% |Card Drop: ---
|=====o=====o=====o=====o=====o=====o=====o=====
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
| 45|1x Flare Stone |1x Holy Stone |1x Meteor Stone |1x Ultima Stone
|=====o=====o=====o=====o=====o=====o=====o=====
| Scan Info: Sorceress from beyond time who appeared due to Time Compression.
| Uses magic, but it is not very powerful.
|=====
| Location(s): 1. Time Compression (Disc 4).
|=====
| Attacks: {Telekinesis} [Physical Attack, 1 Target, ALL Sorceresses use this]
| -----
|           Fire [Magical Attack, 1 Target, Fire Elemental]
|           Thunder [Magical Attack, 1 Target, Lightning Elemental]
|           Fira [Magical Attack, 1 Target, Fire Elemental]
|           Blizzara [Magical Attack, 1 Target, Ice Elemental]
|           Thundara [Magical Attack, 1 Target, Lightning Elemental]
|           Aero [Magical Attack, 1 Target, Wind Elemental]
|           Esuna [Change Status, 1 Ally, Removes bad statuses]
|           Reflect [Change Status, 1 Ally, Inflicts Reflect]
|           Dispel [Change Status, 1 Target, Removes good statuses]
|=====
.=====

```

```

Name: Sorceress B |
=====o=====o=====o=====o=====o=====o=====
Level Range: 1-100 | HP Range: 4496 | AP: 0 | EXP: 0
=====o=====o=====o=====o=====o=====o=====
Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
45 | 4496 | 98 | 10 | 176 | 1 | 40 | 2
=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy:
[ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ]
=====o=====o=====o=====o=====o=====o=====
Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie | Sleep
80% | 80% | --- | 80% | 40% | --- | 70% | 80%
-----|-----|-----|-----|-----|-----|-----|-----
Slow | Stop | Reflect | Doom | Slow Pet | Float | Confuse | Drain
--- | --- | 100% | 80% | --- | --- | --- | 100%
-----|-----|-----|-----|-----|-----|-----|-----
Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
=====
DRAW: Lvl 45: Haste, Double | DEVOUR: Cannot Devour
=====
STEAL LIST: 50% | Card Common: --- | Card Rare: ---
=====o=====o=====o=====o=====o=====o=====
Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance:
45 | 1x Meteor Stone | 1x Ultima Stone | 1x Ultima Stone | 1x Ultima Stone
=====
DROPS LIST: 100% | Card Drop: ---
=====o=====o=====o=====o=====o=====o=====
Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance:
45 | 1x Flare Stone | 1x Holy Stone | 1x Meteor Stone | 1x Ultima Stone
=====o=====o=====o=====o=====o=====o=====
Scan Info: Sorceress from beyond time who appeared due to Time Compression.
Uses magic, but it is not very powerful.
=====
Location(s): 1. Time Compression (Disc 4).
=====
Attacks: {Telekinesis} [Physical Attack, 1 Target, ALL Sorceresses use this]
-----
Double [Change Status, 1 Ally, Inflicts Double]
Thundaga [Magical Attack, 1 Target, Lightning Elemental]
Quake [Magical Attack, 1 Target, Earth Elemental]
Meltdown [Magical Attack, 1 Target, Inflicts Vit0]
Meteor [Magical Attack, 10 hits]
Flare [Magical Attack, 1 Target]
Esuna [Change Status, 1 Ally, Removes bad statuses]
=====

```

```

=====
Name: Sorceress C |
=====o=====o=====o=====o=====o=====o=====
Level Range: 1-100 | HP Range: 32498 | AP: 55 | EXP: 0
=====o=====o=====o=====o=====o=====o=====
Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
45 | 32498 | 125 | 119 | 267 | 30 | 50 | 2
=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy:
[ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ]
=====o=====o=====o=====o=====o=====o=====
Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie | Sleep
--- | --- | --- | --- | --- | --- | --- | ---
-----|-----|-----|-----|-----|-----|-----|-----

```

|                                                                             |      |                 |                  |                                               |       |                       |       |
|-----------------------------------------------------------------------------|------|-----------------|------------------|-----------------------------------------------|-------|-----------------------|-------|
| Slow                                                                        | Stop | Reflect         | Doom             | Slow Pet                                      | Float | Confuse               | Drain |
| ---                                                                         | ---  | ---             | ---              | ---                                           | ---   | ---                   | ---   |
| -----                                                                       |      |                 |                  |                                               |       |                       |       |
| Vit0: Yes                                                                   |      | Blow Away: No   |                  | Gravity: Yes                                  |       | LV Up/Down: No        |       |
|                                                                             |      |                 |                  |                                               |       | The End: Yes          |       |
| =====                                                                       |      |                 |                  |                                               |       |                       |       |
| DRAW: Lvl 45: Flare, Holy                                                   |      |                 |                  |                                               |       | DEVOUR: Cannot Devour |       |
| =====                                                                       |      |                 |                  |                                               |       |                       |       |
| STEAL LIST: 50%                                                             |      |                 | Card Common: --- |                                               |       | Card Rare: ---        |       |
| =====o=====                                                                 |      |                 | =====o=====      |                                               |       | =====o=====           |       |
| Lvl:  ~69.5% chance:                                                        |      | ~20% chance:    |                  | ~5.8% chance:                                 |       | ~4.7% chance:         |       |
| 45 1x Meteor Stone                                                          |      | 1x Ultima Stone |                  | 1x Ultima Stone                               |       | 1x Ultima Stone       |       |
| =====                                                                       |      |                 |                  |                                               |       |                       |       |
| DROPS LIST: 100%                                                            |      |                 | Card Drop: ---   |                                               |       |                       |       |
| =====o=====                                                                 |      |                 | =====o=====      |                                               |       |                       |       |
| Lvl:  ~69.5% chance:                                                        |      | ~20% chance:    |                  | ~5.8% chance:                                 |       | ~4.7% chance:         |       |
| 45 1x Flare Stone                                                           |      | 1x Holy Stone   |                  | 1x Meteor Stone                               |       | 1x Ultima Stone       |       |
| =====o=====                                                                 |      |                 | =====o=====      |                                               |       |                       |       |
| Scan Info: Sorceress from beyond time who appeared due to Time Compression. |      |                 |                  |                                               |       |                       |       |
| Uses magic, but it is not very powerful.                                    |      |                 |                  |                                               |       |                       |       |
| =====                                                                       |      |                 |                  |                                               |       |                       |       |
| Location(s): 1. Time Compression (Disc 4).                                  |      |                 |                  |                                               |       |                       |       |
| =====                                                                       |      |                 |                  |                                               |       |                       |       |
| Attacks: {Creepy Touch} [Physical Attack, 1 Target, 100% Counterattack if   |      |                 |                  |                                               |       |                       |       |
| -----                                                                       |      |                 |                  | Sorceress C is not counting down]             |       |                       |       |
| 5-4-3-2-1                                                                   |      |                 |                  | [Countdown to Ultima, Will not counterattack] |       |                       |       |
| Ultima                                                                      |      |                 |                  | [Magical Attack, All Targets]                 |       |                       |       |
| -----                                                                       |      |                 |                  |                                               |       |                       |       |

|                                               |        |                      |           |               |                       |                |           |              |
|-----------------------------------------------|--------|----------------------|-----------|---------------|-----------------------|----------------|-----------|--------------|
| .=====.                                       |        |                      |           |               |                       |                |           |              |
| Name: Sphinxaur                               |        |                      |           |               |                       |                | {BOSS-43} |              |
| =====o=====                                   |        |                      |           |               |                       |                |           |              |
| Level Range: 1-50                             |        | HP Range: 10000      |           |               | AP: 0                 |                | EXP: 0    |              |
| =====o=====                                   |        |                      |           |               |                       |                |           |              |
| Level:                                        | HP:    | Strength:            | Vitality: | Magic:        | Spirit:               | Speed:         | Evasion:  |              |
| 1                                             | 10000  | 4                    | 8         | 3             | 61                    | 6              | 0         |              |
| 10                                            | 10000  | 18                   | 8         | 12            | 69                    | 10             | 1         |              |
| 20                                            | 10000  | 33                   | 9         | 22            | 79                    | 14             | 1         |              |
| 30                                            | 10000  | 48                   | 10        | 32            | 87                    | 18             | 2         |              |
| 40                                            | 10000  | 63                   | 10        | 41            | 97                    | 22             | 2         |              |
| 50                                            | 10000  | 78                   | 11        | 51            | 106                   | 26             | 3         |              |
| =====o=====                                   |        |                      |           |               |                       |                |           |              |
| Fire:                                         | Ice:   | Lightning:           | Earth:    | Poison:       | Wind:                 | Water:         | Holy:     |              |
| [ ]                                           | [ ]    | [ ]                  | [ ]       | [ ]           | [ ]                   | [ ]            | [2x]      |              |
| =====o=====                                   |        |                      |           |               |                       |                |           |              |
| Death                                         | Poison | Petrify              | Darkness  | Silence       | Berserk               | Zombie         | Sleep     |              |
| ---                                           | ---    | ---                  | ---       | ---           | ---                   | ---            | ---       |              |
| -----                                         |        |                      |           |               |                       |                |           |              |
| Slow                                          | Stop   | Reflect              | Doom      | Slow Pet      | Float                 | Confuse        | Drain     |              |
| 70%                                           | ---    | ---                  | ---       | ---           | ---                   | ---            | ---       |              |
| -----                                         |        |                      |           |               |                       |                |           |              |
| Vit0: Yes                                     |        | Blow Away: No        |           | Gravity: Yes  |                       | LV Up/Down: No |           | The End: Yes |
| =====                                         |        |                      |           |               |                       |                |           |              |
| DRAW: Lvl 1-19: Fire, Thunder, Blizzard, Cure |        |                      |           |               | DEVOUR: Cannot Devour |                |           |              |
| Lvl 20-29: Fira, Thundara, Blizzara, Cura     |        |                      |           |               |                       |                |           |              |
| Lvl 30+: Firaga, Thundaga, Blizzaga, Curaga   |        |                      |           |               |                       |                |           |              |
| =====                                         |        |                      |           |               |                       |                |           |              |
| STEAL LIST:                                   |        | Card Mod Common: --- |           |               | Card Mod Rare: ---    |                |           |              |
| =====o=====                                   |        |                      |           |               |                       |                |           |              |
| Lvl:  ~69.5% chance:                          |        | ~20% chance:         |           | ~5.8% chance: |                       | ~4.7% chance:  |           |              |
| 1-19 1x Elixir                                |        | 1x Elixir            |           | 1x Elixir     |                       | 1x Elixir      |           |              |



|                                                                                                                                             |                  |                                                |                  |                      |                  |                |               |  |  |  |  |
|---------------------------------------------------------------------------------------------------------------------------------------------|------------------|------------------------------------------------|------------------|----------------------|------------------|----------------|---------------|--|--|--|--|
| Slow                                                                                                                                        |                  | [Change Status, 1 Target, Inflicts Slow]       |                  |                      |                  |                |               |  |  |  |  |
| Zombie                                                                                                                                      |                  | [Change Status, 1 Target, Inflicts Zombie]     |                  |                      |                  |                |               |  |  |  |  |
| =====                                                                                                                                       |                  |                                                |                  |                      |                  |                |               |  |  |  |  |
| .=====.                                                                                                                                     |                  |                                                |                  | .-----.              |                  |                |               |  |  |  |  |
| Name: Thrustaevis                                                                                                                           |                  |                                                |                  | FLYING ENEMY         |                  |                |               |  |  |  |  |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                                             |                  |                                                |                  |                      |                  |                |               |  |  |  |  |
| Level Range: 1-100                                                                                                                          |                  | HP Range: 310-6300                             |                  | AP: 3                |                  | EXP: 20 (+8)   |               |  |  |  |  |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                                             |                  |                                                |                  |                      |                  |                |               |  |  |  |  |
| Level:                                                                                                                                      | HP:              | Strength:                                      | Vitality:        | Magic:               | Spirit:          | Speed:         | Evasion:      |  |  |  |  |
| 1                                                                                                                                           | 310              | 8                                              | 6                | 1                    | 12               | 20             | 20            |  |  |  |  |
| 10                                                                                                                                          | 450              | 17                                             | 10               | 4                    | 12               | 23             | 21            |  |  |  |  |
| 20                                                                                                                                          | 700              | 27                                             | 15               | 7                    | 13               | 25             | 22            |  |  |  |  |
| 30                                                                                                                                          | 1050             | 36                                             | 20               | 10                   | 13               | 28             | 23            |  |  |  |  |
| 40                                                                                                                                          | 1500             | 46                                             | 26               | 12                   | 14               | 31             | 23            |  |  |  |  |
| 50                                                                                                                                          | 2050             | 55                                             | 31               | 15                   | 15               | 33             | 24            |  |  |  |  |
| 60                                                                                                                                          | 2700             | 64                                             | 36               | 17                   | 15               | 36             | 25            |  |  |  |  |
| 70                                                                                                                                          | 3450             | 73                                             | 42               | 18                   | 16               | 39             | 26            |  |  |  |  |
| 80                                                                                                                                          | 4300             | 81                                             | 47               | 20                   | 17               | 41             | 27            |  |  |  |  |
| 90                                                                                                                                          | 5250             | 89                                             | 52               | 21                   | 17               | 44             | 28            |  |  |  |  |
| 100                                                                                                                                         | 6300             | 98                                             | 58               | 22                   | 18               | 47             | 28            |  |  |  |  |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                                             |                  |                                                |                  |                      |                  |                |               |  |  |  |  |
| Fire:                                                                                                                                       | Ice:             | Lightning:                                     | Earth:           | Poison:              | Wind:            | Water:         | Holy:         |  |  |  |  |
| [ ]                                                                                                                                         | [ ]              | [ ]                                            | [Imm]            | [ ]                  | [2x]             | [ ]            | [ ]           |  |  |  |  |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                                             |                  |                                                |                  |                      |                  |                |               |  |  |  |  |
| Death                                                                                                                                       | Poison           | Petrify                                        | Darkness         | Silence              | Berserk          | Zombie         | Sleep         |  |  |  |  |
| 70%                                                                                                                                         | 80%              | 70%                                            | 80%              | 80%                  | 60%              | 70%            | 100%          |  |  |  |  |
| -----                                                                                                                                       | -----            | -----                                          | -----            | -----                | -----            | -----          | -----         |  |  |  |  |
| Slow                                                                                                                                        | Stop             | Reflect                                        | Doom             | Slow Pet             | Float            | Confuse        | Drain         |  |  |  |  |
| 90%                                                                                                                                         | 50%              | 100%                                           | 80%              | 70%                  | ---              | 60%            | 100%          |  |  |  |  |
| -----'-----'-----'-----'-----'-----'-----'-----                                                                                             |                  |                                                |                  |                      |                  |                |               |  |  |  |  |
| Vit0: Yes                                                                                                                                   |                  | Blow Away: Yes                                 |                  | Gravity: Yes         |                  | LV Up/Down: No |               |  |  |  |  |
|                                                                                                                                             |                  |                                                |                  |                      |                  | The End: Yes   |               |  |  |  |  |
| =====                                                                                                                                       |                  |                                                |                  |                      |                  |                |               |  |  |  |  |
| DRAW: Lvl 1-19: Blizzard, Scan, Float                                                                                                       |                  |                                                |                  | DEVOUR: Delicious!!! |                  |                |               |  |  |  |  |
| Lvl 20-29: Blizzara, Aero, Scan, Float                                                                                                      |                  |                                                |                  | Delicious!!!         |                  |                |               |  |  |  |  |
| Lvl 30+: Blizzaga, Aero, Tornado, Float                                                                                                     |                  |                                                |                  | Delicious!!!         |                  |                |               |  |  |  |  |
| =====                                                                                                                                       |                  |                                                |                  |                      |                  |                |               |  |  |  |  |
| STEAL LIST: 50%                                                                                                                             |                  | Card Common: ---                               |                  | Card Rare: ---       |                  |                |               |  |  |  |  |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                                             |                  |                                                |                  |                      |                  |                |               |  |  |  |  |
| Lvl:                                                                                                                                        | ~69.5% chance:   |                                                | ~20% chance:     |                      | ~5.8% chance:    |                | ~4.7% chance: |  |  |  |  |
| 1-19                                                                                                                                        | 1x Shear Feather |                                                | 1x Shear Feather |                      | 1x Windmill      |                | 1x Windmill   |  |  |  |  |
| 20-29                                                                                                                                       | 2x Shear Feather |                                                | 3x Shear Feather |                      | 2x Windmill      |                | 3x Windmill   |  |  |  |  |
| 30+                                                                                                                                         | 2x Windmill      |                                                | 2x Windmill      |                      | 3x Windmill      |                | 4x Windmill   |  |  |  |  |
| =====                                                                                                                                       |                  |                                                |                  |                      |                  |                |               |  |  |  |  |
| DROPS LIST: 75%                                                                                                                             |                  | Card Drop: ---                                 |                  |                      |                  |                |               |  |  |  |  |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                                             |                  |                                                |                  |                      |                  |                |               |  |  |  |  |
| Lvl:                                                                                                                                        | ~69.5% chance:   |                                                | ~20% chance:     |                      | ~5.8% chance:    |                | ~4.7% chance: |  |  |  |  |
| 1-19                                                                                                                                        | 1x Shear Feather |                                                | 1x Shear Feather |                      | 2x M-Stone Piece |                | 1x Windmill   |  |  |  |  |
| 20-29                                                                                                                                       | 2x Shear Feather |                                                | 2x Shear Feather |                      | 2x Windmill      |                | 2x Windmill   |  |  |  |  |
| 30+                                                                                                                                         | 4x Shear Feather |                                                | 2x Windmill      |                      | 3x Windmill      |                | 4x Windmill   |  |  |  |  |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                                             |                  |                                                |                  |                      |                  |                |               |  |  |  |  |
| Scan Info: A monster on the Galbadia continent. Usually swoops down to attack enemies, but also bites and causes wind gusts when in danger. |                  |                                                |                  |                      |                  |                |               |  |  |  |  |
| =====                                                                                                                                       |                  |                                                |                  |                      |                  |                |               |  |  |  |  |
| Location(s): 1. Worldmap: Timber Obel Lake.                                                                                                 |                  |                                                |                  |                      |                  |                |               |  |  |  |  |
| =====                                                                                                                                       |                  |                                                |                  |                      |                  |                |               |  |  |  |  |
| Attacks: {Bite}                                                                                                                             |                  | [Physical Attack, 1 Target]                    |                  |                      |                  |                |               |  |  |  |  |
| ----- {Dive}                                                                                                                                |                  | [Physical Attack, 1 Target, 100% Critical Hit] |                  |                      |                  |                |               |  |  |  |  |
| Wind Blast                                                                                                                                  |                  | [Magical Attack, All Targets, Wind Elemental,  |                  |                      |                  |                |               |  |  |  |  |
|                                                                                                                                             |                  | Only used when it falls below 30% of Max HP]   |                  |                      |                  |                |               |  |  |  |  |

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=====
.=====
|Name: Tiamat | | FLYING ENEMY | {BOSS-51} |
|=====O=====O=====O=====O=====O=====O=====O=====
|Level Range: 1-58 | HP Range: 21200-89600 | AP: 30 | EXP: 0
|=====O=====O=====O=====O=====O=====O=====O=====
|Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
| 1 | 21200 | 57 | 81 | 62 | 4 | 20 | 0
| 10 | 32000 | 75 | 90 | 83 | 22 | 20 | 1
| 20 | 44000 | 96 | 100 | 105 | 42 | 20 | 3
| 30 | 56000 | 116 | 110 | 126 | 62 | 20 | 4
| 40 | 68000 | 136 | 120 | 146 | 83 | 20 | 5
| 50 | 80000 | 156 | 130 | 166 | 103 | 20 | 6
| 58 | 89600 | 172 | 138 | 181 | 119 | 20 | 7
|=====O=====O=====O=====O=====O=====O=====O=====
|Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy:
|[0.5x] | [ ] | [0.5x] | [Imm] | [ ] | [Imm] | [ ] | [ ]
|=====O=====O=====O=====O=====O=====O=====O=====
|Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie | Sleep
| --- | --- | --- | --- | --- | --- | --- | ---
|-----|-----|-----|-----|-----|-----|-----|-----
|Slow | Stop | Reflect | Doom | Slow Pet | Float | Confuse | Drain
| --- | --- | --- | --- | --- | --- | --- | ---
|-----|-----|-----|-----|-----|-----|-----|-----
|Vit0: Yes | Blow Away: No | Gravity: No | LV Up/Down: No | The End: Yes
|=====
|DRAW: Lvl 1-19: Flare, Eden |DEVOUR: Cannot Devour
|Lvl 20-29: Flare, Eden |
|Lvl 30+: Flare, Eden |
|=====
|STEAL LIST: --- |Card Mod Common: --- | Card Mod Rare: ---
|=====
|DROPS LIST: 100% |Card Drop: ---
|=====O=====O=====O=====O=====O=====O=====O=====
|Lvl: |~69.5% chance: |~20% chance: |~5.8% chance: |~4.7% chance:
|1-19|1x Status Guard |1x Status Guard |1x Status Guard |1x Status Guard
|20-29|1x Status Guard |1x Status Guard |1x Status Guard |1x Status Guard
|30+|1x Status Guard |1x Status Guard |1x Status Guard |1x Status Guard
|=====O=====O=====O=====O=====O=====O=====O=====
|Scan Info: Used to be a GF. Became a monster under Ultimecia's power. Its
|Dark Flare destroys all enemies.
|=====
|Location(s): 1. Ultimecia's Castle (Clock Tower Balcony).
|=====
|Attacks: D - A - R - KF - LA - RE [Countdown to Dark Flare]
|----- Dark Flare [Magical Attack, All Targets, Fire/Ice/Lightning Element,
|Used after the countdown]
|=====

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=====
.=====
|Name: Tonberry |
|=====O=====O=====O=====O=====O=====O=====O=====
|Level Range: 1-100 | HP Range: 15200-35000 | AP: 1 | EXP: 0
|=====O=====O=====O=====O=====O=====O=====O=====
|Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
| 1 | 15200 | 19 | 32 | 8 | 37 | 12 | 1
| 10 | 17000 | 36 | 47 | 26 | 52 | 15 | 1
| 20 | 19000 | 55 | 65 | 46 | 70 | 17 | 1
| 30 | 21000 | 73 | 82 | 66 | 87 | 20 | 1

```

|     |       |     |     |     |     |    |   |
|-----|-------|-----|-----|-----|-----|----|---|
| 40  | 23000 | 92  | 100 | 86  | 105 | 22 | 1 |
| 50  | 25000 | 110 | 117 | 105 | 122 | 25 | 1 |
| 60  | 27000 | 128 | 135 | 124 | 140 | 27 | 1 |
| 70  | 29000 | 146 | 152 | 143 | 157 | 30 | 1 |
| 80  | 31000 | 164 | 170 | 162 | 175 | 32 | 1 |
| 90  | 33000 | 181 | 187 | 181 | 192 | 35 | 1 |
| 100 | 35000 | 198 | 205 | 200 | 210 | 37 | 1 |

|                                                                                                                            |                 |                  |                 |                                                                                                                   |                     |                 |                 |
|----------------------------------------------------------------------------------------------------------------------------|-----------------|------------------|-----------------|-------------------------------------------------------------------------------------------------------------------|---------------------|-----------------|-----------------|
| =====O=====O=====O=====O=====O=====O=====O=====                                                                            |                 |                  |                 |                                                                                                                   |                     |                 |                 |
| Fire:                                                                                                                      | Ice:            | Lightning:       | Earth:          | Poison:                                                                                                           | Wind:               | Water:          | Holy:           |
| [ ]                                                                                                                        | [ ]             | [ ]              | [ ]             | [ ]                                                                                                               | [ ]                 | [ ]             | [ ]             |
| =====O=====O=====O=====O=====O=====O=====O=====                                                                            |                 |                  |                 |                                                                                                                   |                     |                 |                 |
| Death                                                                                                                      | Poison          | Petrify          | Darkness        | Silence                                                                                                           | Berserk             | Zombie          | Sleep           |
| ---                                                                                                                        | ---             | ---              | ---             | ---                                                                                                               | ---                 | ---             | ---             |
| -----'-----'-----'-----'-----'-----'-----'-----                                                                            |                 |                  |                 |                                                                                                                   |                     |                 |                 |
| Slow                                                                                                                       | Stop            | Reflect          | Doom            | Slow Pet                                                                                                          | Float               | Confuse         | Drain           |
| ---                                                                                                                        | ---             | ---              | ---             | ---                                                                                                               | ---                 | ---             | 0%              |
| -----'-----'-----'-----'-----'-----'-----'-----                                                                            |                 |                  |                 |                                                                                                                   |                     |                 |                 |
| Vit0: Yes                                                                                                                  |                 | Blow Away: No    |                 | Gravity: Yes                                                                                                      |                     | LV Up/Down: Yes |                 |
| =====                                                                                                                      |                 |                  |                 |                                                                                                                   |                     |                 |                 |
| DRAW: Lvl 1-19: Death                                                                                                      |                 |                  |                 |                                                                                                                   | DEVOUR: Refreshing! |                 |                 |
| Lvl 20-29: Death                                                                                                           |                 |                  |                 |                                                                                                                   | Refreshing!         |                 |                 |
| Lvl 30+: Death                                                                                                             |                 |                  |                 |                                                                                                                   | Refreshing!         |                 |                 |
| =====                                                                                                                      |                 |                  |                 |                                                                                                                   |                     |                 |                 |
| STEAL LIST: 6.25%                                                                                                          |                 | Card Common: --- |                 |                                                                                                                   |                     | Card Rare: ---  |                 |
| =====O=====O=====O=====O=====O=====O=====O=====                                                                            |                 |                  |                 |                                                                                                                   |                     |                 |                 |
| Lvl:                                                                                                                       | ~69.5% chance:  |                  | ~20% chance:    |                                                                                                                   | ~5.8% chance:       |                 | ~4.7% chance:   |
| 1-19                                                                                                                       | 1x Chef's Knife |                  | 1x Chef's Knife |                                                                                                                   | 1x Chef's Knife     |                 | 1x Chef's Knife |
| 20-29                                                                                                                      | 1x Chef's Knife |                  | 1x Chef's Knife |                                                                                                                   | 1x Chef's Knife     |                 | 1x Chef's Knife |
| 30+                                                                                                                        | 1x Chef's Knife |                  | 1x Chef's Knife |                                                                                                                   | 1x Chef's Knife     |                 | 1x Chef's Knife |
| =====                                                                                                                      |                 |                  |                 |                                                                                                                   |                     |                 |                 |
| DROPS LIST: 75%                                                                                                            |                 | Card Drop: ---   |                 |                                                                                                                   |                     |                 |                 |
| =====O=====O=====O=====O=====O=====O=====O=====                                                                            |                 |                  |                 |                                                                                                                   |                     |                 |                 |
| Lvl:                                                                                                                       | ~69.5% chance:  |                  | ~20% chance:    |                                                                                                                   | ~5.8% chance:       |                 | ~4.7% chance:   |
| 1-19                                                                                                                       | 1x Chef's Knife |                  | 1x Chef's Knife |                                                                                                                   | 1x Chef's Knife     |                 | 1x Chef's Knife |
| 20-29                                                                                                                      | 1x Chef's Knife |                  | 1x Chef's Knife |                                                                                                                   | 1x Chef's Knife     |                 | 1x Chef's Knife |
| 30+                                                                                                                        | 1x Chef's Knife |                  | 1x Chef's Knife |                                                                                                                   | 1x Chef's Knife     |                 | 1x Chef's Knife |
| =====O=====O=====O=====O=====O=====O=====O=====                                                                            |                 |                  |                 |                                                                                                                   |                     |                 |                 |
| Scan Info: Mysterious being living in dungeons. Walks slowly towards the enemy and kills that enemy with the Chef's Knife. |                 |                  |                 |                                                                                                                   |                     |                 |                 |
| =====                                                                                                                      |                 |                  |                 |                                                                                                                   |                     |                 |                 |
| Location(s): 1. Centra Ruins.                                                                                              |                 |                  |                 |                                                                                                                   |                     |                 |                 |
| =====                                                                                                                      |                 |                  |                 |                                                                                                                   |                     |                 |                 |
| Attacks: {Walk forward}                                                                                                    |                 |                  |                 | [After 5x walking, will use Chef's Knife]                                                                         |                     |                 |                 |
| ----- Everyone's Grudge                                                                                                    |                 |                  |                 | [Magical Attack, 1 Target, Counterattack if you attack it before it takes 2 turns, Damage = #Enemies Killed * 20] |                     |                 |                 |
| 'Tonberry fell over...'                                                                                                    |                 |                  |                 | [Does nothing]                                                                                                    |                     |                 |                 |
| Chef's Knife                                                                                                               |                 |                  |                 | [Physical Attack, 1 Target, 100% Hit]                                                                             |                     |                 |                 |
| =====                                                                                                                      |                 |                  |                 |                                                                                                                   |                     |                 |                 |

|                                                 |       |                       |           |        |         |           |          |         |  |
|-------------------------------------------------|-------|-----------------------|-----------|--------|---------|-----------|----------|---------|--|
| .=====.                                         |       |                       |           |        |         |           |          | .-----. |  |
| Name: Tonberry King                             |       |                       |           |        |         | {BOSS-26} |          |         |  |
| =====O=====O=====O=====O=====O=====O=====O===== |       |                       |           |        |         |           |          |         |  |
| Level Range: 1-100                              |       | HP Range: 2500-250000 |           |        | AP: 20  |           | EXP: 0   |         |  |
| =====O=====O=====O=====O=====O=====O=====O===== |       |                       |           |        |         |           |          |         |  |
| Level:                                          | HP:   | Strength:             | Vitality: | Magic: | Spirit: | Speed:    | Evasion: |         |  |
| 1                                               | 2500  | 7                     | 81        | 21     | 20      | 2         | 0        |         |  |
| 10                                              | 25000 | 27                    | 87        | 41     | 22      | 5         | 0        |         |  |
| 20                                              | 50000 | 49                    | 95        | 62     | 25      | 7         | 1        |         |  |

|     |        |     |     |     |    |    |   |
|-----|--------|-----|-----|-----|----|----|---|
| 30  | 75000  | 71  | 102 | 84  | 27 | 10 | 1 |
| 40  | 100000 | 93  | 110 | 104 | 30 | 12 | 1 |
| 50  | 125000 | 114 | 117 | 124 | 32 | 15 | 2 |
| 60  | 150000 | 135 | 125 | 143 | 35 | 17 | 2 |
| 70  | 175000 | 156 | 132 | 162 | 37 | 20 | 2 |
| 80  | 200000 | 177 | 140 | 180 | 40 | 22 | 3 |
| 90  | 225000 | 197 | 147 | 197 | 42 | 25 | 3 |
| 100 | 250000 | 217 | 155 | 214 | 45 | 27 | 3 |

|       |      |            |        |         |       |        |       |
|-------|------|------------|--------|---------|-------|--------|-------|
| Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy: |
| [ ]   | [ ]  | [ ]        | [ ]    | [Imm]   | [ ]   | [ ]    | [ ]   |

|       |        |         |          |          |         |         |       |
|-------|--------|---------|----------|----------|---------|---------|-------|
| Death | Poison | Petrify | Darkness | Silence  | Berserk | Zombie  | Sleep |
| ---   | ---    | ---     | ---      | ---      | ---     | ---     | ---   |
| Slow  | Stop   | Reflect | Doom     | Slow Pet | Float   | Confuse | Drain |
| ---   | ---    | ---     | ---      | ---      | ---     | ---     | ---   |

|           |               |             |                |              |
|-----------|---------------|-------------|----------------|--------------|
| Vit0: Yes | Blow Away: No | Gravity: No | LV Up/Down: No | The End: Yes |
|-----------|---------------|-------------|----------------|--------------|

|                                        |
|----------------------------------------|
| DRAW LIST: Lvl 1-19: Death, Cure, Life |
| Lvl 20-29: Death, Cura, Life           |
| Lvl 30+: Death, Curaga, Full-life      |

|                 |                  |                |
|-----------------|------------------|----------------|
| STEAL LIST: --- | Card Common: --- | Card Rare: --- |
|-----------------|------------------|----------------|

|                  |                |
|------------------|----------------|
| DROPS LIST: 100% | Card Drop: --- |
|------------------|----------------|

|                      |                |                |                |
|----------------------|----------------|----------------|----------------|
| Lvl: ~69.5% chance:  | ~20% chance:   | ~5.8% chance:  | ~4.7% chance:  |
| 1-19 1x Royal Crown  | 1x Royal Crown | 1x Royal Crown | 1x Royal Crown |
| 20-29 1x Royal Crown | 1x Royal Crown | 1x Royal Crown | 1x Royal Crown |
| 30+ 1x Royal Crown   | 1x Royal Crown | 1x Royal Crown | 1x Royal Crown |

|                                                                                             |
|---------------------------------------------------------------------------------------------|
| Scan Info: The king of the Tonberries. Appears to seek revenge for all defeated Tonberries. |
|---------------------------------------------------------------------------------------------|

|                                                           |
|-----------------------------------------------------------|
| Location(s): 1. Centra Ruins (Kill approx 20 Tonberries). |
|-----------------------------------------------------------|

|                   |                                                                                                        |
|-------------------|--------------------------------------------------------------------------------------------------------|
| Attacks: {Knife}  | [Physical Attack, 1 Target]                                                                            |
| ----- It's Sharp! | [Physical Attack, 1 Target, Ignores Defense, Damage = #Enemies Killed * 30]                            |
| Junk              | [Physical Attack, All Targets, Counterattack for each 5th hit (So the 5th, 10th, 15th, 20th hit, etc)] |

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|                |
|----------------|
| Name: T-Rexaur |
|----------------|

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|                    |                       |        |                |
|--------------------|-----------------------|--------|----------------|
| Level Range: 1-100 | HP Range: 10363-76000 | AP: 10 | EXP: 160 (+10) |
|--------------------|-----------------------|--------|----------------|

=====.

| Level: | HP:   | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
|--------|-------|-----------|-----------|--------|---------|--------|----------|
| 1      | 10363 | 17        | 6         | 1      | 35      | 3      | 0        |
| 10     | 13900 | 38        | 7         | 5      | 35      | 4      | 1        |
| 20     | 18400 | 61        | 8         | 8      | 35      | 5      | 1        |
| 30     | 23500 | 83        | 9         | 12     | 36      | 6      | 2        |
| 40     | 29200 | 106       | 11        | 14     | 36      | 7      | 2        |
| 50     | 35500 | 128       | 12        | 17     | 37      | 8      | 3        |
| 60     | 42400 | 151       | 13        | 19     | 37      | 9      | 3        |
| 70     | 49900 | 173       | 14        | 20     | 37      | 10     | 4        |
| 80     | 58000 | 195       | 16        | 21     | 38      | 11     | 4        |



|                                                                               |                |                                                |                |          |                        |         |       |
|-------------------------------------------------------------------------------|----------------|------------------------------------------------|----------------|----------|------------------------|---------|-------|
| 90                                                                            | 66700          | 217                                            | 17             | 22       | 38                     | 12      | 5     |
| 100                                                                           | 76000          | 239                                            | 18             | 22       | 39                     | 13      | 5     |
| =====o=====o=====o=====o=====o=====o=====o=====                               |                |                                                |                |          |                        |         |       |
| Fire:                                                                         | Ice:           | Lightning:                                     | Earth:         | Poison:  | Wind:                  | Water:  | Holy: |
| [ ]                                                                           | [2.5x]         | [ ]                                            | [ ]            | [0.5x]   | [ ]                    | [ ]     | [ ]   |
| =====o=====o=====o=====o=====o=====o=====o=====                               |                |                                                |                |          |                        |         |       |
| Death                                                                         | Poison         | Petrify                                        | Darkness       | Silence  | Berserk                | Zombie  | Sleep |
| 30%                                                                           | 80%            | 40%                                            | 80%            | 80%      | 60%                    | 70%     | 50%   |
| -----                                                                         | -----          | -----                                          | -----          | -----    | -----                  | -----   | ----- |
| Slow                                                                          | Stop           | Reflect                                        | Doom           | Slow Pet | Float                  | Confuse | Drain |
| 90%                                                                           | 20%            | 100%                                           | 10%            | 50%      | 70%                    | 40%     | 100%  |
| -----                                                                         | -----          | -----                                          | -----          | -----    | -----                  | -----   | ----- |
| Vit0: Yes   Blow Away: Yes   Gravity: Yes   LV Up/Down: Yes   The End: Yes    |                |                                                |                |          |                        |         |       |
| =====                                                                         |                |                                                |                |          |                        |         |       |
| DRAW: Lvl 1-19: Fire, Thunder                                                 |                |                                                |                |          | DEVOUR: Delicious!!!   |         |       |
| Lvl 20-29: Fira, Thundara                                                     |                |                                                |                |          | Delicious!!!           |         |       |
| Lvl 30+: Firaga, Thundaga, Quake                                              |                |                                                |                |          | Gained strength        |         |       |
| =====                                                                         |                |                                                |                |          |                        |         |       |
| STEAL LIST: 25%                                                               |                | Card Common: T-Rexaur                          |                |          | Card Rare: Shumi Tribe |         |       |
| =====o=====                                                                   |                | =====o=====                                    |                |          |                        |         |       |
| Lvl:                                                                          | ~69.5% chance: | ~20% chance:                                   | ~5.8% chance:  |          | ~4.7% chance:          |         |       |
| 1-19                                                                          | 1x Dino Bone   | 1x Dino Bone                                   | 1x Dino Bone   |          | 2x Dino Bone           |         |       |
| 20-29                                                                         | 3x Dino Bone   | 3x Dino Bone                                   | 4x Dino Bone   |          | 4x Dino Bone           |         |       |
| 30+                                                                           | 8x Dino Bone   | 8x Dino Bone                                   | 10x Dino Bone  |          | 10x Dino Bone          |         |       |
| =====                                                                         |                |                                                |                |          |                        |         |       |
| DROPS LIST: 100%                                                              |                | Card Drop: T-Rexaur                            |                |          |                        |         |       |
| =====o=====                                                                   |                | =====o=====                                    |                |          |                        |         |       |
| Lvl:                                                                          | ~69.5% chance: | ~20% chance:                                   | ~5.8% chance:  |          | ~4.7% chance:          |         |       |
| 1-19                                                                          | 1x Dino Bone   | 8x M-Stone Piece                               | 4x Magic Stone |          | 2x Dino Bone           |         |       |
| 20-29                                                                         | 3x Dino Bone   | 6x Dragon Fang                                 | 2x Dino Bone   |          | 4x Dino Bone           |         |       |
| 30+                                                                           | 6x Dino Bone   | 2x Star Fragment                               | 8x Dino Bone   |          | 6x Star Fragment       |         |       |
| =====o=====o=====o=====o=====o=====o=====o=====                               |                |                                                |                |          |                        |         |       |
| Scan Info: Alive since the beginning of time, its power and HP are very high. |                |                                                |                |          |                        |         |       |
| It's better to run if you encounter one.                                      |                |                                                |                |          |                        |         |       |
| =====                                                                         |                |                                                |                |          |                        |         |       |
| Location(s): 1. Balamb Garden Training Center.                                |                |                                                |                |          |                        |         |       |
| =====                                                                         |                |                                                |                |          |                        |         |       |
| Attacks: {Tail}                                                               |                | [Physical Attack, All Targets]                 |                |          |                        |         |       |
| -----                                                                         | {Bite}         | [Physical Attack, 1 Target]                    |                |          |                        |         |       |
|                                                                               | {Bite Hard}    | [Physical Attack, 1 Target, 100% Critical Hit, |                |          |                        |         |       |
|                                                                               |                | Counterattack VS Magic]                        |                |          |                        |         |       |
| =====                                                                         |                |                                                |                |          |                        |         |       |

|                                                  |       |                       |           |        |         |        |          |
|--------------------------------------------------|-------|-----------------------|-----------|--------|---------|--------|----------|
| .=====.                                          |       |                       |           |        |         |        |          |
| Name: Torama                                     |       |                       |           |        |         |        |          |
| =====o=====o=====o=====o=====o=====o=====o=====. |       |                       |           |        |         |        |          |
| Level Range: 1-100                               |       | HP Range: 15200-35000 |           |        | AP: 1   | EXP: 0 |          |
| =====o=====o=====o=====o=====o=====o=====o=====  |       |                       |           |        |         |        |          |
| Level:                                           | HP:   | Strength:             | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
| 1                                                | 221   | 11                    | 39        | 64     | 111     | 10     | 10       |
| 10                                               | 2300  | 20                    | 44        | 80     | 115     | 11     | 13       |
| 20                                               | 4800  | 30                    | 50        | 97     | 121     | 13     | 15       |
| 30                                               | 7500  | 40                    | 56        | 114    | 127     | 14     | 18       |
| 40                                               | 10400 | 50                    | 63        | 131    | 133     | 15     | 20       |
| 50                                               | 13500 | 60                    | 69        | 149    | 139     | 16     | 23       |
| 60                                               | 16800 | 69                    | 75        | 166    | 145     | 18     | 25       |
| 70                                               | 20300 | 79                    | 81        | 183    | 150     | 19     | 28       |
| 80                                               | 24000 | 88                    | 88        | 199    | 156     | 20     | 30       |
| 90                                               | 27900 | 96                    | 94        | 216    | 162     | 21     | 33       |
| 100                                              | 32000 | 105                   | 100       | 233    | 168     | 23     | 35       |

|                                                                                                                             |                                                                                                                |                     |               |               |                      |               |               |
|-----------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------|---------------------|---------------|---------------|----------------------|---------------|---------------|
| =====O=====O=====O=====O=====O=====O=====O=====                                                                             |                                                                                                                |                     |               |               |                      |               |               |
| Fire:                                                                                                                       | Ice:                                                                                                           | Lightning:          | Earth:        | Poison:       | Wind:                | Water:        | Holy:         |
| [ ]                                                                                                                         | [ ]                                                                                                            | [ ]                 | [ ]           | [ ]           | [ ]                  | [ ]           | [ ]           |
| =====O=====O=====O=====O=====O=====O=====O=====                                                                             |                                                                                                                |                     |               |               |                      |               |               |
| Death                                                                                                                       | Poison                                                                                                         | Petrify             | Darkness      | Silence       | Berserk              | Zombie        | Sleep         |
| ---                                                                                                                         | ---                                                                                                            | 20%                 | ---           | ---           | ---                  | 20%           | 80%           |
| -----                                                                                                                       | -----                                                                                                          | -----               | -----         | -----         | -----                | -----         | -----         |
| Slow                                                                                                                        | Stop                                                                                                           | Reflect             | Doom          | Slow Pet      | Float                | Confuse       | Drain         |
| 90%                                                                                                                         | 1%                                                                                                             | 100%                | 20%           | 20%           | ---                  | ---           | 100%          |
| -----                                                                                                                       |                                                                                                                |                     |               |               |                      |               |               |
| Vit0: Yes   Blow Away: Yes   Gravity: Yes   LV Up/Down: Yes   The End: Yes                                                  |                                                                                                                |                     |               |               |                      |               |               |
| =====                                                                                                                       |                                                                                                                |                     |               |               |                      |               |               |
| DRAW: Lvl 1-29: Death, Demi, Life                                                                                           |                                                                                                                |                     |               |               | DEVOUR: Delicious!!! |               |               |
| Lvl 30-39: Death, Demi, Life                                                                                                |                                                                                                                |                     |               |               | Refreshing!          |               |               |
| Lvl 40+: Death, Demi, Life                                                                                                  |                                                                                                                |                     |               |               | Refreshing!          |               |               |
| =====                                                                                                                       |                                                                                                                |                     |               |               |                      |               |               |
| STEAL LIST: 25%                                                                                                             |                                                                                                                | Card Common: Torama |               |               | Card Rare: Tri-Point |               |               |
| =====O=====O=====O=====O=====O=====O=====O=====                                                                             |                                                                                                                |                     |               |               |                      |               |               |
| Lvl:                                                                                                                        | ~69.5% chance:                                                                                                 | ~20% chance:        |               | ~5.8% chance: |                      | ~4.7% chance: |               |
| 1-29                                                                                                                        | 1x Regen Ring                                                                                                  | 1x Regen Ring       | 1x Regen Ring | 1x Regen Ring | 1x Regen Ring        | 1x Regen Ring | 1x Regen Ring |
| 30-39                                                                                                                       | 2x Regen Ring                                                                                                  | 2x Regen Ring       | 2x Regen Ring | 2x Regen Ring | 2x Regen Ring        | 2x Regen Ring | 2x Regen Ring |
| 40+                                                                                                                         | 4x Regen Ring                                                                                                  | 4x Regen Ring       | 4x Regen Ring | 4x Regen Ring | 4x Regen Ring        | 4x Regen Ring | 4x Regen Ring |
| =====                                                                                                                       |                                                                                                                |                     |               |               |                      |               |               |
| DROPS LIST: 100%                                                                                                            |                                                                                                                | Card Drop: Torama   |               |               |                      |               |               |
| =====O=====O=====O=====O=====O=====O=====O=====                                                                             |                                                                                                                |                     |               |               |                      |               |               |
| Lvl:                                                                                                                        | ~69.5% chance:                                                                                                 | ~20% chance:        |               | ~5.8% chance: |                      | ~4.7% chance: |               |
| 1-29                                                                                                                        | 2x Wizard Stone                                                                                                | 2x Wizard Stone     | 2x Life Ring  | 2x Life Ring  | 2x Life Ring         | 2x Life Ring  | 2x Life Ring  |
| 30-39                                                                                                                       | 1x Regen Ring                                                                                                  | 2x Regen Ring       | 1x Moon Stone | 2x Moon Stone | 2x Moon Stone        | 2x Moon Stone | 2x Moon Stone |
| 40+                                                                                                                         | 2x Regen Ring                                                                                                  | 1x Moon Stone       | 3x Regen Ring | 2x Moon Stone | 2x Moon Stone        | 2x Moon Stone | 2x Moon Stone |
| =====O=====O=====O=====O=====O=====O=====O=====                                                                             |                                                                                                                |                     |               |               |                      |               |               |
| Scan Info: Uses multiple magic attacks while sitting down. Even more powerful when it stands up to use its Blaster attacks. |                                                                                                                |                     |               |               |                      |               |               |
| =====                                                                                                                       |                                                                                                                |                     |               |               |                      |               |               |
| Location(s): 1. Worldmap: Esthar Plains (after Lunar Cry).                                                                  |                                                                                                                |                     |               |               |                      |               |               |
| =====                                                                                                                       |                                                                                                                |                     |               |               |                      |               |               |
| Attacks: Thunder [Magical Attack, 1 Target, Lightning Elemental]                                                            |                                                                                                                |                     |               |               |                      |               |               |
| -----                                                                                                                       | Aero [Magical Attack, 1 Target, Wind Elemental]                                                                |                     |               |               |                      |               |               |
|                                                                                                                             | Demi [Magical Attack, 1 Target, Damage = 25% of Current HP]                                                    |                     |               |               |                      |               |               |
|                                                                                                                             | Holy [Magical Attack, 1 Target, Holy Elemental]                                                                |                     |               |               |                      |               |               |
|                                                                                                                             | Meteor [Magical Attack, 10 hits]                                                                               |                     |               |               |                      |               |               |
|                                                                                                                             | Bio [Magical Attack, 1 Target, Inflicts Poison]                                                                |                     |               |               |                      |               |               |
|                                                                                                                             | Confuse [Change Status, 1 Target, Inflicts Confuse]                                                            |                     |               |               |                      |               |               |
|                                                                                                                             | Death [Change Status, 1 Target, Inflicts Death]                                                                |                     |               |               |                      |               |               |
|                                                                                                                             | Esuna [Change Status, 1 Ally, Removes bad statuses]                                                            |                     |               |               |                      |               |               |
|                                                                                                                             | Dispel [Change Status, 1 Target, Removes good statuses]                                                        |                     |               |               |                      |               |               |
|                                                                                                                             |                                                                                                                |                     |               |               |                      |               |               |
|                                                                                                                             | {Stand up} [Used when it falls below 40% of it's Max HP, Will no longer use magic, and only the attacks below] |                     |               |               |                      |               |               |
|                                                                                                                             | {Bite} [Physical Attack, 1 Target]                                                                             |                     |               |               |                      |               |               |
|                                                                                                                             | Blaster [Physical OR Magical Attack, 1 Target, Inflicts Petrify]                                               |                     |               |               |                      |               |               |
|                                                                                                                             |                                                                                                                |                     |               |               |                      |               |               |
| Battle Notes: In the Japanese Version, Torama's HP Range is 231-38000.                                                      |                                                                                                                |                     |               |               |                      |               |               |
| -----                                                                                                                       |                                                                                                                |                     |               |               |                      |               |               |

|                                                 |     |                          |           |        |         |        |          |
|-------------------------------------------------|-----|--------------------------|-----------|--------|---------|--------|----------|
| .=====.                                         |     |                          |           |        |         |        |          |
| Name: Trauma                                    |     | FLYING ENEMY   {BOSS-46} |           |        |         |        |          |
| =====O=====O=====O=====O=====O=====O=====O===== |     |                          |           |        |         |        |          |
| Level Range: 1-56                               |     | HP Range: 5555-34114     |           |        | AP: 30  | EXP: 0 |          |
| =====O=====O=====O=====O=====O=====O=====O===== |     |                          |           |        |         |        |          |
| Level:                                          | HP: | Strength:                | Vitality: | Magic: | Spirit: | Speed: | Evasion: |

|    |       |     |     |     |    |    |   |
|----|-------|-----|-----|-----|----|----|---|
| 1  | 5555  | 22  | 180 | 12  | 36 | 36 | 3 |
| 10 | 10125 | 40  | 180 | 35  | 36 | 36 | 3 |
| 20 | 15250 | 60  | 180 | 60  | 36 | 36 | 3 |
| 30 | 20425 | 80  | 180 | 85  | 36 | 36 | 3 |
| 40 | 25650 | 99  | 180 | 110 | 36 | 36 | 3 |
| 50 | 30925 | 119 | 180 | 134 | 36 | 36 | 3 |
| 56 | 34114 | 130 | 180 | 149 | 36 | 36 | 3 |

|       |      |            |        |         |       |        |       |
|-------|------|------------|--------|---------|-------|--------|-------|
| Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy: |
| [ ]   | [ ]  | [ ]        | [Imm]  | [ ]     | [2x]  | [ ]    | [ ]   |

|       |        |         |          |          |         |         |       |
|-------|--------|---------|----------|----------|---------|---------|-------|
| Death | Poison | Petrify | Darkness | Silence  | Berserk | Zombie  | Sleep |
| ---   | ---    | ---     | ---      | ---      | ---     | ---     | ---   |
| Slow  | Stop   | Reflect | Doom     | Slow Pet | Float   | Confuse | Drain |
| ---   | ---    | ---     | ---      | ---      | ---     | ---     | ---   |

|           |                |             |                |              |
|-----------|----------------|-------------|----------------|--------------|
| Vit0: Yes | Blow Away: Yes | Gravity: No | LV Up/Down: No | The End: Yes |
|-----------|----------------|-------------|----------------|--------------|

|                                     |                       |
|-------------------------------------|-----------------------|
| DRAW: Lvl 1-19: Meltdown, Leviathan | DEVOUR: Cannot Devour |
| Lvl 20-29: Meltdown, Leviathan      |                       |
| Lvl 30+: Meltdown, Leviathan        |                       |

|                 |                      |                    |
|-----------------|----------------------|--------------------|
| STEAL LIST: --- | Card Mod Common: --- | Card Mod Rare: --- |
|-----------------|----------------------|--------------------|

|                  |                |
|------------------|----------------|
| DROPS LIST: 100% | Card Drop: --- |
|------------------|----------------|

|                     |              |               |               |
|---------------------|--------------|---------------|---------------|
| Lvl: ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance: |
| 1-19 1x Elem Atk    | 1x Elem Atk  | 1x Elem Atk   | 1x Elem Atk   |
| 20-29 1x Elem Atk   | 1x Elem Atk  | 1x Elem Atk   | 1x Elem Atk   |
| 30+ 1x Elem Atk     | 1x Elem Atk  | 1x Elem Atk   | 1x Elem Atk   |

|                                                                                                                    |
|--------------------------------------------------------------------------------------------------------------------|
| Scan Info: Ultimecia gave partial life to this weapon of the future. Pulse Cannon destroys any enemies in its way. |
|--------------------------------------------------------------------------------------------------------------------|

|                                                   |
|---------------------------------------------------|
| Location(s): 1. Ultimecia's Castle (Art Gallery). |
|---------------------------------------------------|

|                        |                                                                                                                                           |
|------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|
| Attacks: {Slap}        | [Physical Attack, 1 Target]                                                                                                               |
| ----- {Create a Droma} | [Creates a Droma, Max = 2]                                                                                                                |
| Drain                  | [Magical Attack, 1 Target, Drains HP from a Droma]                                                                                        |
| Mega Pulse Cannon      | [Magical Attack, All Targets, Ignores Defense, Used when 2x Droma's are killed, and also used before it attempts to create 2 new Droma's] |

|  |
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|  |
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|                |
|----------------|
| Name: Tri-Face |
|----------------|

|                    |                      |       |                |
|--------------------|----------------------|-------|----------------|
| Level Range: 1-100 | HP Range: 6027-21600 | AP: 8 | EXP: 130 (+40) |
|--------------------|----------------------|-------|----------------|

|        |       |           |           |        |         |        |          |
|--------|-------|-----------|-----------|--------|---------|--------|----------|
| Level: | HP:   | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion: |
| 1      | 6027  | 16        | 41        | 10     | 20      | 5      | 0        |
| 10     | 6390  | 31        | 45        | 33     | 20      | 8      | 0        |
| 20     | 7040  | 47        | 50        | 59     | 21      | 10     | 1        |
| 30     | 7950  | 62        | 56        | 84     | 21      | 13     | 1        |
| 40     | 9120  | 78        | 61        | 109    | 22      | 15     | 2        |
| 50     | 10550 | 93        | 67        | 134    | 22      | 18     | 2        |
| 60     | 12240 | 108       | 72        | 158    | 23      | 20     | 3        |
| 70     | 14190 | 122       | 77        | 182    | 23      | 23     | 3        |
| 80     | 16400 | 137       | 83        | 206    | 24      | 25     | 4        |

|                                                                                                                         |                  |                                                                                                            |                  |                  |                          |         |       |
|-------------------------------------------------------------------------------------------------------------------------|------------------|------------------------------------------------------------------------------------------------------------|------------------|------------------|--------------------------|---------|-------|
| 90                                                                                                                      | 18870            | 151                                                                                                        | 88               | 230              | 25                       | 28      | 4     |
| 100                                                                                                                     | 21600            | 165                                                                                                        | 94               | 253              | 25                       | 30      | 5     |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                         |                  |                                                                                                            |                  |                  |                          |         |       |
| Fire:                                                                                                                   | Ice:             | Lightning:                                                                                                 | Earth:           | Poison:          | Wind:                    | Water:  | Holy: |
| [2.5x]                                                                                                                  | [ ]              | [ ]                                                                                                        | [ ]              | [-1x]            | [ ]                      | [ ]     | [3x]  |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                         |                  |                                                                                                            |                  |                  |                          |         |       |
| Death                                                                                                                   | Poison           | Petrify                                                                                                    | Darkness         | Silence          | Berserk                  | Zombie  | Sleep |
| 40%                                                                                                                     | ---              | ---                                                                                                        | 0%               | ---              | ---                      | 60%     | 80%   |
| -----                                                                                                                   |                  |                                                                                                            |                  |                  |                          |         |       |
| Slow                                                                                                                    | Stop             | Reflect                                                                                                    | Doom             | Slow Pet         | Float                    | Confuse | Drain |
| 90%                                                                                                                     | 20%              | 100%                                                                                                       | 80%              | ---              | ---                      | ---     | 100%  |
| -----                                                                                                                   |                  |                                                                                                            |                  |                  |                          |         |       |
| Vit0: Yes   Blow Away: Yes   Gravity: Yes   LV Up/Down: Yes   The End: Yes                                              |                  |                                                                                                            |                  |                  |                          |         |       |
| =====                                                                                                                   |                  |                                                                                                            |                  |                  |                          |         |       |
| DRAW: Lvl 1-19: Silence, Blind                                                                                          |                  |                                                                                                            |                  |                  | DEVOUR: It's rotten...   |         |       |
| Lvl 20-29: Silence, Blind, Slow, Bio                                                                                    |                  |                                                                                                            |                  |                  | It's rotten...           |         |       |
| Lvl 30+: Stop, Bio, Pain, Flare                                                                                         |                  |                                                                                                            |                  |                  | Barf...Bwahhh!!!         |         |       |
| =====                                                                                                                   |                  |                                                                                                            |                  |                  |                          |         |       |
| STEAL LIST: 25%                                                                                                         |                  | Card Common: Tri-Face                                                                                      |                  |                  | Card Rare: Ultima Weapon |         |       |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                         |                  |                                                                                                            |                  |                  |                          |         |       |
| Lvl:                                                                                                                    | ~69.5% chance:   | ~20% chance:                                                                                               | ~5.8% chance:    | ~4.7% chance:    |                          |         |       |
| 1-19                                                                                                                    | 1x Curse Spike   | 1x Curse Spike                                                                                             | 2x Curse Spike   | 2x Curse Spike   |                          |         |       |
| 20-29                                                                                                                   | 2x Curse Spike   | 2x Curse Spike                                                                                             | 3x Curse Spike   | 3x Curse Spike   |                          |         |       |
| 30+                                                                                                                     | 6x Curse Spike   | 6x Curse Spike                                                                                             | 8x Curse Spike   | 8x Curse Spike   |                          |         |       |
| =====                                                                                                                   |                  |                                                                                                            |                  |                  |                          |         |       |
| DROPS LIST: 100%                                                                                                        |                  | Card Drop: Tri-Face                                                                                        |                  |                  |                          |         |       |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                         |                  |                                                                                                            |                  |                  |                          |         |       |
| Lvl:                                                                                                                    | ~69.5% chance:   | ~20% chance:                                                                                               | ~5.8% chance:    | ~4.7% chance:    |                          |         |       |
| 1-19                                                                                                                    | 3x Poison Powder | 2x Dead Spirit                                                                                             | 2x Curse Spike   | 2x Curse Spike   |                          |         |       |
| 20-29                                                                                                                   | 6x Poison Powder | 4x Dead Spirit                                                                                             | 2x Curse Spike   | 2x Curse Spike   |                          |         |       |
| 30+                                                                                                                     | 8x Poison Powder | 8x Curse Spike                                                                                             | 3x Star Fragment | 3x Star Fragment |                          |         |       |
| =====o=====o=====o=====o=====o=====o=====o=====                                                                         |                  |                                                                                                            |                  |                  |                          |         |       |
| Scan Info: A monster with 3 heads. The 2 heads on the side are not real, but they bite and spit poison as if they were. |                  |                                                                                                            |                  |                  |                          |         |       |
| =====                                                                                                                   |                  |                                                                                                            |                  |                  |                          |         |       |
| Location(s): 1. Deep Sea Research Center.                                                                               |                  |                                                                                                            |                  |                  |                          |         |       |
| =====                                                                                                                   |                  |                                                                                                            |                  |                  |                          |         |       |
| Attacks: {Bite}                                                                                                         |                  | [Physical Attack, 1 Target]                                                                                |                  |                  |                          |         |       |
| -----                                                                                                                   | Bite             | [Physical Attack, 1 Target, 2x the power of {Bite}]                                                        |                  |                  |                          |         |       |
|                                                                                                                         | Poison Gas       | [Magical Attack, 1 Target, Inflicts Poison + Confuse]                                                      |                  |                  |                          |         |       |
|                                                                                                                         | Acid             | [Physical Attack, 1 Target, Only used when under 50% of Max HP, Not used when only one character is alive] |                  |                  |                          |         |       |
| -----                                                                                                                   |                  |                                                                                                            |                  |                  |                          |         |       |

|                   |       |                      |           |         |         |        |          |              |  |           |  |
|-------------------|-------|----------------------|-----------|---------|---------|--------|----------|--------------|--|-----------|--|
| Name: Tri-Point   |       |                      |           |         |         |        |          | FLYING ENEMY |  | {BOSS-45} |  |
| Level Range: 1-51 |       | HP Range: 2400-22400 |           |         |         | AP: 30 |          | EXP: 0       |  |           |  |
| Level:            | HP:   | Strength:            | Vitality: | Magic:  | Spirit: | Speed: | Evasion: |              |  |           |  |
| 1                 | 2400  | 5                    | 101       | 4       | 1       | 26     | 0        |              |  |           |  |
| 10                | 6000  | 24                   | 105       | 27      | 2       | 31     | 1        |              |  |           |  |
| 20                | 10000 | 45                   | 111       | 53      | 3       | 35     | 1        |              |  |           |  |
| 30                | 14000 | 66                   | 116       | 78      | 4       | 40     | 2        |              |  |           |  |
| 40                | 18000 | 86                   | 122       | 103     | 5       | 44     | 2        |              |  |           |  |
| 50                | 22000 | 107                  | 127       | 128     | 6       | 48     | 3        |              |  |           |  |
| 51                | 22400 | 108                  | 128       | 131     | 6       | 48     | 3        |              |  |           |  |
| Fire:             | Ice:  | Lightning:           | Earth:    | Poison: | Wind:   | Water: | Holy:    |              |  |           |  |
| [4x]              | [4x]  | [-1x]                | [Imm]     | [ ]     | [ ]     | [ ]    | [ ]      |              |  |           |  |





|                                                            |                 |                  |                 |              |                       |         |                 |
|------------------------------------------------------------|-----------------|------------------|-----------------|--------------|-----------------------|---------|-----------------|
| Slow                                                       | Stop            | Reflect          | Doom            | Slow Pet     | Float                 | Confuse | Drain           |
| ---                                                        | ---             | ---              | ---             | ---          | ---                   | ---     | ---             |
| -----                                                      |                 |                  |                 |              |                       |         |                 |
| Vit0: Yes                                                  | Blow Away: Yes  | Gravity: Yes     | LV Up/Down: Yes | The End: Yes |                       |         |                 |
| =====                                                      |                 |                  |                 |              |                       |         |                 |
| DRAW: Lvl 1-19: Demi                                       |                 |                  |                 |              | DEVOUR: Cannot Devour |         |                 |
| Lvl 20-29: Demi                                            |                 |                  |                 |              |                       |         |                 |
| Lvl 30+: Demi                                              |                 |                  |                 |              |                       |         |                 |
| =====                                                      |                 |                  |                 |              |                       |         |                 |
| STEAL LIST: 25%                                            |                 | Card Common: --- |                 |              | Card Rare: ---        |         |                 |
| =====                                                      |                 |                  |                 |              |                       |         |                 |
| DROPS LIST: 100%                                           |                 | Card Drop: ---   |                 |              |                       |         |                 |
| =====                                                      |                 |                  |                 |              |                       |         |                 |
| Lvl:                                                       | ~69.5% chance:  |                  | ~20% chance:    |              | ~5.8% chance:         |         | ~4.7% chance:   |
| 1-19                                                       | 1x Aegis Amulet |                  | 1x Aegis Amulet |              | 1x Aegis Amulet       |         | 1x Aegis Amulet |
| 20-29                                                      | 1x Aegis Amulet |                  | 1x Aegis Amulet |              | 1x Aegis Amulet       |         | 1x Aegis Amulet |
| 30+                                                        | 1x Aegis Amulet |                  | 1x Aegis Amulet |              | 1x Aegis Amulet       |         | 1x Aegis Amulet |
| =====                                                      |                 |                  |                 |              |                       |         |                 |
| Scan Info: An unidentified flying object from outer space. |                 |                  |                 |              |                       |         |                 |
| =====                                                      |                 |                  |                 |              |                       |         |                 |
| Location(s): 1. Worldmap: Various.                         |                 |                  |                 |              |                       |         |                 |
| =====                                                      |                 |                  |                 |              |                       |         |                 |
| Attacks: No Attacks.                                       |                 |                  |                 |              |                       |         |                 |
| -----                                                      |                 |                  |                 |              |                       |         |                 |
| =====                                                      |                 |                  |                 |              |                       |         |                 |

|                                             |        |                        |           |             |                       |                |          |  |
|---------------------------------------------|--------|------------------------|-----------|-------------|-----------------------|----------------|----------|--|
| =====.                                      |        |                        |           |             |                       |                |          |  |
| Name: Ultima Weapon                         |        |                        |           |             |                       | {BOSS-59}      |          |  |
| =====                                       |        |                        |           |             |                       |                |          |  |
| Level Range: 1-100                          |        | HP Range: 51100-160000 |           |             | AP: 100               | EXP: 0         |          |  |
| =====                                       |        |                        |           |             |                       |                |          |  |
| Level:                                      | HP:    | Strength:              | Vitality: | Magic:      | Spirit:               | Speed:         | Evasion: |  |
| 1                                           | 51100  | 40                     | 12        | 8           | 127                   | 27             | 0        |  |
| 10                                          | 61000  | 62                     | 28        | 27          | 130                   | 38             | 1        |  |
| 20                                          | 72000  | 87                     | 45        | 48          | 133                   | 50             | 1        |  |
| 30                                          | 83000  | 110                    | 64        | 69          | 137                   | 62             | 2        |  |
| 40                                          | 94000  | 133                    | 81        | 90          | 140                   | 74             | 2        |  |
| 50                                          | 105000 | 155                    | 99        | 111         | 143                   | 85             | 3        |  |
| 60                                          | 116000 | 177                    | 117       | 132         | 147                   | 98             | 3        |  |
| 70                                          | 127000 | 197                    | 135       | 152         | 150                   | 109            | 4        |  |
| 80                                          | 138000 | 217                    | 152       | 173         | 153                   | 121            | 4        |  |
| 90                                          | 149000 | 236                    | 171       | 193         | 157                   | 133            | 5        |  |
| 100                                         | 160000 | 254                    | 188       | 213         | 160                   | 145            | 5        |  |
| =====                                       |        |                        |           |             |                       |                |          |  |
| Fire:                                       | Ice:   | Lightning:             | Earth:    | Poison:     | Wind:                 | Water:         | Holy:    |  |
| [ ]                                         | [ ]    | [ ]                    | [ ]       | [ ]         | [ ]                   | [ ]            | [ ]      |  |
| =====                                       |        |                        |           |             |                       |                |          |  |
| Death                                       | Poison | Petrify                | Darkness  | Silence     | Berserk               | Zombie         | Sleep    |  |
| ---                                         | ---    | ---                    | ---       | ---         | ---                   | ---            | ---      |  |
| -----                                       |        |                        |           |             |                       |                |          |  |
| Slow                                        | Stop   | Reflect                | Doom      | Slow Pet    | Float                 | Confuse        | Drain    |  |
| ---                                         | ---    | ---                    | ---       | ---         | ---                   | ---            | ---      |  |
| -----                                       |        |                        |           |             |                       |                |          |  |
| Vit0: Yes                                   |        | Blow Away: No          |           | Gravity: No |                       | LV Up/Down: No |          |  |
| =====                                       |        |                        |           |             |                       |                |          |  |
| DRAW: Lvl 1-19: Regen, Dispel, Ultima, Eden |        |                        |           |             | DEVOUR: Cannot Devour |                |          |  |
| Lvl 20-29: Regen, Dispel, Ultima, Eden      |        |                        |           |             |                       |                |          |  |
| Lvl 30+: Regen, Dispel, Ultima, Eden        |        |                        |           |             |                       |                |          |  |
| =====                                       |        |                        |           |             |                       |                |          |  |
| STEAL LIST: 3.125%                          |        | Card Mod Common: ---   |           |             | Card Mod Rare: ---    |                |          |  |





|          |                                                  |
|----------|--------------------------------------------------|
| Quake    | [Magical Attack, All Targets, Earth Elemental]   |
| Tornado  | [Magical Attack, All Targets, Wind Elemental]    |
| Holy     | [Magical Attack, 1 Target, Holy Elemental]       |
| Bio      | [Magical Attack, 1 Target, Inflicts Poison]      |
| Meltdown | [Magical Attack, 1 Target, Inflicts Vit0]        |
| Double   | [Change Status, Self, Inflicts Double]           |
| Dispel   | [Change Status, 1 Target, Removes good statuses] |

|                                                                                                                        |        |                        |           |             |                       |                |          |              |           |
|------------------------------------------------------------------------------------------------------------------------|--------|------------------------|-----------|-------------|-----------------------|----------------|----------|--------------|-----------|
| Name: Ultimecia/Griever                                                                                                |        |                        |           |             |                       |                |          | FLYING ENEMY | {BOSS-55} |
| Level Range: 1-65                                                                                                      |        | HP Range: 13050-176250 |           |             | AP: 0                 | EXP: 0         |          |              |           |
| Level:                                                                                                                 | HP:    | Strength:              | Vitality: | Magic:      | Spirit:               | Speed:         | Evasion: |              |           |
| 1                                                                                                                      | 13050  | 26                     | 51        | 31          | 4                     | 85             | 0        |              |           |
| 20                                                                                                                     | 61500  | 57                     | 60        | 135         | 17                    | 89             | 1        |              |           |
| 40                                                                                                                     | 112500 | 87                     | 71        | 220         | 31                    | 93             | 2        |              |           |
| 65                                                                                                                     | 176250 | 124                    | 85        | 255         | 48                    | 97             | 3        |              |           |
| Fire:                                                                                                                  | Ice:   | Lightning:             | Earth:    | Poison:     | Wind:                 | Water:         | Holy:    |              |           |
| [ ]                                                                                                                    | [ ]    | [2x]                   | [Imm]     | [Imm]       | [ ]                   | [2x]           | [-1x]    |              |           |
| Death                                                                                                                  | Poison | Petrify                | Darkness  | Silence     | Berserk               | Zombie         | Sleep    |              |           |
| ---                                                                                                                    | ---    | ---                    | ---       | ---         | ---                   | ---            | ---      |              |           |
| Slow                                                                                                                   | Stop   | Reflect                | Doom      | Slow Pet    | Float                 | Confuse        | Drain    |              |           |
| ---                                                                                                                    | ---    | ---                    | ---       | ---         | ---                   | ---            | ---      |              |           |
| Vit0: Yes                                                                                                              |        | Blow Away: No          |           | Gravity: No |                       | LV Up/Down: No |          | The End: Yes |           |
| DRAW: Lvl 1-19: Firaga, Thundaga, Blizzaga                                                                             |        |                        |           |             | DEVOUR: Cannot Devour |                |          |              |           |
| Lvl 20-29: Firaga, Thundaga, Blizzaga                                                                                  |        |                        |           |             |                       |                |          |              |           |
| Lvl 30+: Firaga, Thundaga, Blizzaga                                                                                    |        |                        |           |             |                       |                |          |              |           |
| Scan Info: Ultimecia junctioned to Griever. A powerful monster that combines Ultimecia's and Griever's forces.         |        |                        |           |             |                       |                |          |              |           |
| Location(s): 1. Ultimecia's Castle.                                                                                    |        |                        |           |             |                       |                |          |              |           |
| Attacks: {Create Helix} [Creates a Helix - With 2x Helix, Ultimecia is able to use Meteor, Ultima and Great Attractor] |        |                        |           |             |                       |                |          |              |           |
| Great Attractor [Physical Attack, All Targets, Ignores Defense]                                                        |        |                        |           |             |                       |                |          |              |           |
| {Destroy GF} [Instantly kills a GF that is being summoned]                                                             |        |                        |           |             |                       |                |          |              |           |
| Holy [Magical Attack, 1 Target, Holy Elemental]                                                                        |        |                        |           |             |                       |                |          |              |           |
| Meteor [Magical Attack, 10 hits]                                                                                       |        |                        |           |             |                       |                |          |              |           |
| Ultima [Magical Attack, All Targets]                                                                                   |        |                        |           |             |                       |                |          |              |           |
| Dispel [Change Status, 1 Target, Removes good statuses]                                                                |        |                        |           |             |                       |                |          |              |           |
| {Claw} [Physical Attack, 1 Target, 100% Critical Hit]                                                                  |        |                        |           |             |                       |                |          |              |           |
| {Lose Lower Body} [Happens when it falls below ~35% of it's HP, Helixes are destroyed, Can now use attacks below]      |        |                        |           |             |                       |                |          |              |           |
| Quake [Magical Attack, All Targets, Earth Elemental]                                                                   |        |                        |           |             |                       |                |          |              |           |
| Tornado [Magical Attack, All Targets, Wind Elemental]                                                                  |        |                        |           |             |                       |                |          |              |           |

|                              |  |  |  |                          |  |  |  |
|------------------------------|--|--|--|--------------------------|--|--|--|
| Name: Ultimecia   Final Form |  |  |  | FLYING ENEMY   {BOSS-56} |  |  |  |
|------------------------------|--|--|--|--------------------------|--|--|--|

|                                                                                                      |                                                 |                                                                                   |                               |             |                       |                |          |              |
|------------------------------------------------------------------------------------------------------|-------------------------------------------------|-----------------------------------------------------------------------------------|-------------------------------|-------------|-----------------------|----------------|----------|--------------|
| Level Range: 1-65                                                                                    |                                                 | HP Range: 13050-176250                                                            |                               | AP: 0       |                       | EXP: 0         |          |              |
| =====O=====O=====O=====O=====O=====O=====O=====O=====                                                |                                                 |                                                                                   |                               |             |                       |                |          |              |
| Level:                                                                                               | HP:                                             | Strength:                                                                         | Vitality:                     | Magic:      | Spirit:               | Speed:         | Evasion: |              |
| 1                                                                                                    | 16500                                           | 25                                                                                | 2                             | 24          | 4                     | 85             | 0        |              |
| 20                                                                                                   | 94400                                           | 43                                                                                | 21                            | 67          | 13                    | 89             | 1        |              |
| 40                                                                                                   | 176400                                          | 61                                                                                | 41                            | 112         | 23                    | 93             | 2        |              |
| 65                                                                                                   | 278900                                          | 83                                                                                | 66                            | 166         | 37                    | 97             | 3        |              |
| =====O=====O=====O=====O=====O=====O=====O=====O=====                                                |                                                 |                                                                                   |                               |             |                       |                |          |              |
| Fire:                                                                                                | Ice:                                            | Lightning:                                                                        | Earth:                        | Poison:     | Wind:                 | Water:         | Holy:    |              |
| [ ]                                                                                                  | [ ]                                             | [ ]                                                                               | [Imm]                         | [ ]         | [ ]                   | [ ]            | [ ]      |              |
| =====O=====O=====O=====O=====O=====O=====O=====O=====                                                |                                                 |                                                                                   |                               |             |                       |                |          |              |
| Death                                                                                                | Poison                                          | Petrify                                                                           | Darkness                      | Silence     | Berserk               | Zombie         | Sleep    |              |
| ---                                                                                                  | ---                                             | ---                                                                               | ---                           | ---         | ---                   | ---            | ---      |              |
| -----                                                                                                | -----                                           | -----                                                                             | -----                         | -----       | -----                 | -----          | -----    |              |
| Slow                                                                                                 | Stop                                            | Reflect                                                                           | Doom                          | Slow Pet    | Float                 | Confuse        | Drain    |              |
| ---                                                                                                  | ---                                             | ---                                                                               | ---                           | ---         | ---                   | ---            | ---      |              |
| -----'-----'-----'-----'-----'-----'-----'-----'-----                                                |                                                 |                                                                                   |                               |             |                       |                |          |              |
| Vit0: Yes                                                                                            |                                                 | Blow Away: No                                                                     |                               | Gravity: No |                       | LV Up/Down: No |          | The End: Yes |
| =====                                                                                                |                                                 |                                                                                   |                               |             |                       |                |          |              |
| DRAW: Lvl 1-19: Flare, Holy                                                                          |                                                 |                                                                                   |                               |             | DEVOUR: Cannot Devour |                |          |              |
| Lvl 20-29: Flare, Holy                                                                               |                                                 |                                                                                   |                               |             |                       |                |          |              |
| Lvl 30+: Flare, Holy                                                                                 |                                                 |                                                                                   |                               |             |                       |                |          |              |
| =====                                                                                                |                                                 |                                                                                   |                               |             |                       |                |          |              |
| Scan Info: Ultimecia, transformed to absorb all time and space. Absorbing all existence as we speak. |                                                 |                                                                                   |                               |             |                       |                |          |              |
| =====                                                                                                |                                                 |                                                                                   |                               |             |                       |                |          |              |
| Location(s): 1. Ultimecia's Castle.                                                                  |                                                 |                                                                                   |                               |             |                       |                |          |              |
| =====                                                                                                |                                                 |                                                                                   |                               |             |                       |                |          |              |
| Attacks: Flare [Magical Attack, 1 Target]                                                            |                                                 |                                                                                   |                               |             |                       |                |          |              |
| -----                                                                                                | Holy [Magical Attack, 1 Target, Holy Elemental] |                                                                                   |                               |             |                       |                |          |              |
| Meteor [Magical Attack, 10 hits]                                                                     |                                                 |                                                                                   |                               |             |                       |                |          |              |
| Ultima [Magical Attack, All Targets]                                                                 |                                                 |                                                                                   |                               |             |                       |                |          |              |
| Dispel [Change Status, 1 Target, Removes good statuses]                                              |                                                 |                                                                                   |                               |             |                       |                |          |              |
| {Destroy GF}                                                                                         |                                                 | [Instantly kills a GF that is being summoned]                                     |                               |             |                       |                |          |              |
| {Claw}                                                                                               |                                                 | [Physical Attack, 1 Target]                                                       |                               |             |                       |                |          |              |
| {Double Claw}                                                                                        |                                                 | [Physical Attack, 1 Target, 100% Critical Hit]                                    |                               |             |                       |                |          |              |
| Hell's Judgement [Magical Attack, All Targets, Reduces HP to 1]                                      |                                                 |                                                                                   |                               |             |                       |                |          |              |
| {Blow away stocked magic} [Blows away that stock of magic]                                           |                                                 |                                                                                   |                               |             |                       |                |          |              |
|                                                                                                      |                                                 |                                                                                   |                               |             |                       |                |          |              |
| {Lower Part Exposed}                                                                                 |                                                 | [Happens when she falls below 30% of Max HP, Apocalypse can be drawn from now on] |                               |             |                       |                |          |              |
| Draw Apocalypse                                                                                      |                                                 |                                                                                   | [Stocks up on an Apocalypse]  |             |                       |                |          |              |
| Apocalypse                                                                                           |                                                 |                                                                                   | [Magical Attack, All Targets] |             |                       |                |          |              |
| -----                                                                                                |                                                 |                                                                                   |                               |             |                       |                |          |              |

|                                                       |        |                      |                          |         |         |                                                        |          |  |
|-------------------------------------------------------|--------|----------------------|--------------------------|---------|---------|--------------------------------------------------------|----------|--|
| .=====.                                               |        |                      |                          |         |         | .-----'-----'-----'-----'-----'-----'-----'-----'----- |          |  |
| Name: Ultimecia   Lower Part                          |        |                      | FLYING ENEMY   {BOSS-57} |         |         |                                                        |          |  |
| =====O=====O=====O=====O=====O=====O=====O=====O===== |        |                      |                          |         |         |                                                        |          |  |
| Level Range: 1-65                                     |        | HP Range: 2300-21500 |                          |         | AP: 0   |                                                        | EXP: 0   |  |
| =====O=====O=====O=====O=====O=====O=====O=====O===== |        |                      |                          |         |         |                                                        |          |  |
| Level:                                                | HP:    | Strength:            | Vitality:                | Magic:  | Spirit: | Speed:                                                 | Evasion: |  |
| 1                                                     | 2300   | 49                   | 2                        | 54      | 4       | 26                                                     | 0        |  |
| 20                                                    | 8000   | 77                   | 21                       | 134     | 13      | 30                                                     | 1        |  |
| 40                                                    | 14000  | 106                  | 41                       | 201     | 23      | 34                                                     | 2        |  |
| 65                                                    | 21500  | 142                  | 66                       | 255     | 37      | 38                                                     | 3        |  |
| =====O=====O=====O=====O=====O=====O=====O=====O===== |        |                      |                          |         |         |                                                        |          |  |
| Fire:                                                 | Ice:   | Lightning:           | Earth:                   | Poison: | Wind:   | Water:                                                 | Holy:    |  |
| [ ]                                                   | [ ]    | [ ]                  | [Imm]                    | [ ]     | [ ]     | [ ]                                                    | [ ]      |  |
| =====O=====O=====O=====O=====O=====O=====O=====O===== |        |                      |                          |         |         |                                                        |          |  |
| Death                                                 | Poison | Petrify              | Darkness                 | Silence | Berserk | Zombie                                                 | Sleep    |  |





```

| Scan Info: A Galbadian soldier assigned to Dollet Communication tower. Always
| picked on by his superior, Major Biggs.
|=====
| Location(s): 1. Dollet Communications Tower.
|=====
| Attacks: {Sword Slash} [Physical Attack, 1 Target]
| ----- Fire [Magical Attack, 1 Target, Fire Elemental]
|=====
.=====
|Name: Wedge | (2nd time) | {BOSS-17}
|=====o=====o=====o=====
| Level Range: 1-22 | HP Range: 1416-2139 | AP: 0 | EXP: 0
|=====o=====o=====o=====o=====
| Level: | HP: | Strength: | Vitality: | Magic: | Spirit: | Speed: | Evasion:
| 1 | 1416 | 7 | 23 | 4 | 33 | 5 | 1
| 10 | 1640 | 18 | 29 | 14 | 37 | 6 | 2
| 20 | 2040 | 30 | 36 | 26 | 42 | 6 | 2
| 22 | 2139 | 32 | 37 | 28 | 43 | 7 | 3
|=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning: | Earth: | Poison: | Wind: | Water: | Holy:
| [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ] | [ ]
|=====o=====o=====o=====o=====
| Death | Poison | Petrify | Darkness | Silence | Berserk | Zombie | Sleep
| --- | 80% | --- | 80% | 80% | --- | 70% | ---
|-----|-----|-----|-----|-----|-----|-----|-----
| Slow | Stop | Reflect | Doom | Slow Pet | Float | Confuse | Drain
| 90% | --- | 100% | --- | --- | 100% | 60% | 100%
|-----|-----|-----|-----|-----|-----|-----|-----
| Vit0: Yes | Blow Away: No | Gravity: Yes | LV Up/Down: No | The End: Yes
|=====
| DRAW: Lvl 1-19: Fire, Shell, Protect, Reflect | DEVOUR: Cannot Devour
| Lvl 20-22: Fira, Shell, Protect, Reflect |
|=====
| STEAL LIST: 25% | Card Mod Common: --- | Card Mod Rare: ---
|=====o=====o=====o=====o=====
| Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance:
| 1-19 | 1x Strength Love | 1x Strength Love | 1x Strength Love | 1x Strength Love
| 20-22 | 1x Strength Love | 1x Strength Love | 1x Strength Love | 1x Strength Love
|=====o=====o=====o=====o=====
| DROPS LIST: 100% | Card Drop: ---
|=====o=====o=====o=====o=====
| Lvl: | ~69.5% chance: | ~20% chance: | ~5.8% chance: | ~4.7% chance:
| 1-19 | 8x Remedy | 8x Remedy | 8x Remedy | 8x Remedy
| 20-22 | 8x Remedy | 8x Remedy | 8x Remedy | 8x Remedy
|=====o=====o=====o=====o=====
| Scan Info: Demoted along with Biggs for his part in the Dollet communication
| tower operation. Unfortunately, still works under Biggs.
|=====
| Location(s): 1. D-District Prison (Disc 2).
|=====
| Attacks: {Sword Slash} [Physical Attack, 1 Target]
| ----- Fire [Magical Attack, 1 Target, Fire Elemental]
| 'Wedge is pissed off' [Increases Wedge's stats, Used when he loses
| 75% HP of his Max HP]
|=====
.=====
|Name: Wendigo |
|=====o=====o=====o=====o=====

```

|                                                                                                                           |                  |                                                                                                              |           |                  |                          |                  |              |              |
|---------------------------------------------------------------------------------------------------------------------------|------------------|--------------------------------------------------------------------------------------------------------------|-----------|------------------|--------------------------|------------------|--------------|--------------|
| Level Range: 1-100                                                                                                        |                  | HP Range: 1026-16000                                                                                         |           |                  | AP: 2                    |                  | EXP: 30 (+5) |              |
| <div>=====O=====O=====O=====O=====O=====O=====O=====O=====</div>                                                          |                  |                                                                                                              |           |                  |                          |                  |              |              |
| Level:                                                                                                                    | HP:              | Strength:                                                                                                    | Vitality: | Magic:           | Spirit:                  | Speed:           | Evasion:     |              |
| 1                                                                                                                         | 1026             | 7                                                                                                            | 3         | 3                | 4                        | 12               | 1            |              |
| 10                                                                                                                        | 1375             | 20                                                                                                           | 7         | 6                | 5                        | 15               | 1            |              |
| 20                                                                                                                        | 2000             | 33                                                                                                           | 13        | 9                | 6                        | 17               | 2            |              |
| 30                                                                                                                        | 2875             | 46                                                                                                           | 19        | 12               | 7                        | 20               | 2            |              |
| 40                                                                                                                        | 4000             | 59                                                                                                           | 25        | 15               | 9                        | 22               | 3            |              |
| 50                                                                                                                        | 5375             | 71                                                                                                           | 31        | 17               | 10                       | 25               | 3            |              |
| 60                                                                                                                        | 7000             | 83                                                                                                           | 37        | 20               | 11                       | 27               | 4            |              |
| 70                                                                                                                        | 8875             | 94                                                                                                           | 43        | 22               | 12                       | 30               | 4            |              |
| 80                                                                                                                        | 11000            | 105                                                                                                          | 49        | 25               | 14                       | 32               | 4            |              |
| 90                                                                                                                        | 13375            | 115                                                                                                          | 55        | 27               | 15                       | 35               | 5            |              |
| 100                                                                                                                       | 16000            | 124                                                                                                          | 61        | 29               | 16                       | 37               | 5            |              |
| <div>=====O=====O=====O=====O=====O=====O=====O=====O=====</div>                                                          |                  |                                                                                                              |           |                  |                          |                  |              |              |
| Fire:                                                                                                                     | Ice:             | Lightning:                                                                                                   | Earth:    | Poison:          | Wind:                    | Water:           | Holy:        |              |
| [ ]                                                                                                                       | [ ]              | [ ]                                                                                                          | [ ]       | [ ]              | [ ]                      | [ ]              | [ ]          |              |
| <div>=====O=====O=====O=====O=====O=====O=====O=====O=====</div>                                                          |                  |                                                                                                              |           |                  |                          |                  |              |              |
| Death                                                                                                                     | Poison           | Petrify                                                                                                      | Darkness  | Silence          | Berserk                  | Zombie           | Sleep        |              |
| 70%                                                                                                                       | 80%              | 70%                                                                                                          | 80%       | 80%              | 60%                      | 70%              | 80%          |              |
| -----                                                                                                                     | -----            | -----                                                                                                        | -----     | -----            | -----                    | -----            | -----        |              |
| Slow                                                                                                                      | Stop             | Reflect                                                                                                      | Doom      | Slow Pet         | Float                    | Confuse          | Drain        |              |
| 90%                                                                                                                       | 50%              | 100%                                                                                                         | 80%       | 70%              | 100%                     | 60%              | 100%         |              |
| <div>-----'-----'-----'-----'-----'-----'-----'-----'-----</div>                                                          |                  |                                                                                                              |           |                  |                          |                  |              |              |
| Vit0: Yes                                                                                                                 |                  | Blow Away: Yes                                                                                               |           | Gravity: Yes     |                          | LV Up/Down: Yes  |              | The End: Yes |
| <div>=====</div>                                                                                                          |                  |                                                                                                              |           |                  |                          |                  |              |              |
| DRAW: Lvl 1-19: Berserk                                                                                                   |                  |                                                                                                              |           |                  | DEVOUR: Delicious!!!     |                  |              |              |
| Lvl 20-29: Berserk, Protect                                                                                               |                  |                                                                                                              |           |                  | Delicious!!!             |                  |              |              |
| Lvl 30+: Berserk, Protect                                                                                                 |                  |                                                                                                              |           |                  | Delicious!!!             |                  |              |              |
| <div>=====</div>                                                                                                          |                  |                                                                                                              |           |                  |                          |                  |              |              |
| STEAL LIST: 50%                                                                                                           |                  | Card Common: Wendigo                                                                                         |           |                  | Card Rare: Jumbo Cactuar |                  |              |              |
| <div>=====O=====</div>                                                                                                    |                  | <div>=====O=====O=====O=====O=====O=====O=====O=====O=====</div>                                             |           |                  |                          |                  |              |              |
| Lvl:                                                                                                                      | ~69.5% chance:   | ~20% chance:                                                                                                 |           | ~5.8% chance:    |                          | ~4.7% chance:    |              |              |
| 1-19                                                                                                                      | 1x Steel Pipe    | 1x Steel Pipe                                                                                                |           | 1x Steel Pipe    |                          | 1x Steel Pipe    |              |              |
| 20-29                                                                                                                     | 2x Steel Pipe    | 2x Steel Pipe                                                                                                |           | 2x Steel Pipe    |                          | 1x Strength Love |              |              |
| 30+                                                                                                                       | 1x Strength Love | 4x Steel Pipe                                                                                                |           | 4x Steel Pipe    |                          | 4x Steel Pipe    |              |              |
| <div>=====</div>                                                                                                          |                  |                                                                                                              |           |                  |                          |                  |              |              |
| DROPS LIST: 75%                                                                                                           |                  | Card Drop: Wendigo                                                                                           |           |                  |                          |                  |              |              |
| <div>=====O=====</div>                                                                                                    |                  | <div>=====O=====O=====O=====O=====O=====O=====O=====O=====</div>                                             |           |                  |                          |                  |              |              |
| Lvl:                                                                                                                      | ~69.5% chance:   | ~20% chance:                                                                                                 |           | ~5.8% chance:    |                          | ~4.7% chance:    |              |              |
| 1-19                                                                                                                      | 1x Steel Orb     | 1x Steel Pipe                                                                                                |           | 1x Steel Pipe    |                          | 1x Steel Orb     |              |              |
| 20-29                                                                                                                     | 2x Steel Orb     | 1x Steel Pipe                                                                                                |           | 1x Strength Love |                          | 3x Steel Orb     |              |              |
| 30+                                                                                                                       | 6x Steel Orb     | 1x Strength Love                                                                                             |           | 2x Black Hole    |                          | 3x Black Hole    |              |              |
| <div>=====O=====O=====O=====O=====O=====O=====O=====O=====</div>                                                          |                  |                                                                                                              |           |                  |                          |                  |              |              |
| Scan Info: A strong monster, but not good at using magic. Uses powerful physical attacks relying on its strength instead. |                  |                                                                                                              |           |                  |                          |                  |              |              |
| <div>=====</div>                                                                                                          |                  |                                                                                                              |           |                  |                          |                  |              |              |
| Location(s): 1. Worldmap: Timber Roshfall Forest.                                                                         |                  |                                                                                                              |           |                  |                          |                  |              |              |
| <div>=====</div>                                                                                                          |                  |                                                                                                              |           |                  |                          |                  |              |              |
| Attacks: {Punch}                                                                                                          |                  | [Physical Attack, 1 Target]                                                                                  |           |                  |                          |                  |              |              |
| ----- Dribble                                                                                                             |                  | [Physical Attack, 1 Target, 100% Hit]                                                                        |           |                  |                          |                  |              |              |
| Power Bomb                                                                                                                |                  | [Physical Attack, 1 Target, 100% Hit]                                                                        |           |                  |                          |                  |              |              |
| Arm Hug                                                                                                                   |                  | [Physical Attack, 1 Target, 100% Hit]                                                                        |           |                  |                          |                  |              |              |
| Shoot                                                                                                                     |                  | [Physical Attack, All Targets, Used right after an other attack, Can only use if all 3 characters are alive] |           |                  |                          |                  |              |              |
| <div>'=====</div>                                                                                                         |                  |                                                                                                              |           |                  |                          |                  |              |              |
| <div>.=====.</div>                                                                                                        |                  |                                                                                                              |           |                  |                          |                  |              |              |
| Name: X-ATM092                                                                                                            |                  |                                                                                                              |           |                  |                          |                  | {BOSS-5}     |              |
| <div>=====O=====</div>                                                                                                    |                  | <div>O=====O=====O=====O=====O=====O=====O=====O=====</div>                                                  |           |                  |                          |                  |              |              |

[illegible]

This is the tracklist of the Official Soundtrack of Final Fantasy VIII. The songs are composed by Nobuo Uematsu. Read the disclaimer of the site below, and listen to the tracks there:

-----  
<http://www.sound-test.org/soundtracks/final-fantasy/final-fantasy-8/>  
-----

Disc One:

-----

01. Liberi Fatali
02. Balamb Garden
03. Blue Fields
04. Don't be Afraid
05. The Winner
06. Find Your Way
07. Seed
08. The Landing
09. Starting Up
10. Force Your Way
11. The Loser
12. Never Look Back
13. Dead End
14. Breezy
15. Shuffle or Boogie
16. Waltz for the Moon
17. Tell Me
18. Fear
19. The Man with the Machine Gun
20. Julia
21. Roses and Wine
22. Junction
23. Timber Owls

Example(s) of when/where:

-----

- Intro Movie
- Balamb Garden
- World Map
- Battle Theme
- Battle is won
- Fire Cavern, Centra Ruins
- SeeD Briefing, SeeD Graduation
- Dollet Landing FMV
- Communications Tower FMV
- Boss Battle Theme
- Game Over
- X-ATM092 chases you
- Near the shore with X-ATM092 FMV
- Balamb Town
- Triple Triad Game
- Squall and Rinoa dance
- Quistis meets with Squall
- Balamb Garden Training Center
- Laguna Dreams Battle Theme
- Julia's Theme
- Laguna and Julia talk
- After waking up from the train dream
- The Train Mission

Disc Two:

-----

01. My Mind
02. The Mission
03. Martial Law
04. Cactus Jack - Galbadian Anthem
05. Only a Plank Between One  
and Perdition
06. Succession of Witches
07. Galbadia Garden
08. Unrest
09. Under Her Control
10. The Stage is Set
11. A Sacrifice
12. Fithos Lusec Wecos Vinosec  
Intruders
13. Premonition
14. Wounded
15. Fragments of Memories
16. Jailed
17. Rivals
18. Ami

Examples of when/where:

-----

- Train Mission
- Timber
- Edea meets Seifer
- Galbadia Garden

Disc Three:

Examples of when/where:





- o Vilurum: \*The\* definitive FF8 Expert. GF Compatibility, among many other stuff and suggestions come from him. Thanks for all the help. Because he's been helping people on the messageboard since he's been around (and that's a long time), I decided to give him an honor.

- o BobSacramento: Proofreading and correcting errors.

Mr Hangman: Help/breakthroughs with rule abolising/rosetta stone trick.

Red XIII : Help/breakthroughs with rule abolising/rosetta stone trick.

o Absolute Steve: Author of this FAO/Walkthrough. All rights reserved.

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||                                     XIV)   Copyright                                     ||
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